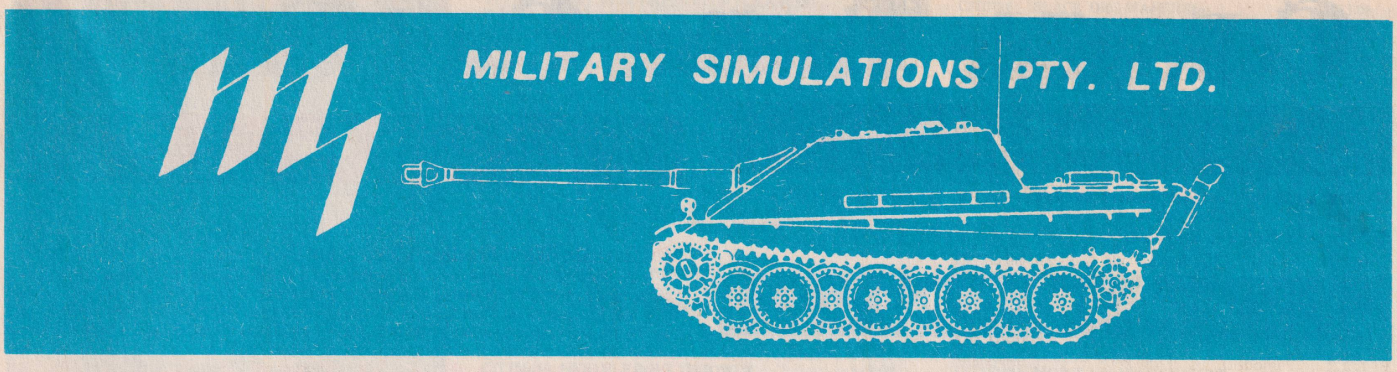


MAIL ORDER CATALOG
SPRING 1996

MILITARY SIMULATIONS
134 Cochranes Rd, Moorabbin
PO Box 164 Moorabbin Vic 3189
Phone 03 9555 8886 Fax 03 9553 3339

CATALOG CONTENTS

Trading Card Games 2
Magic the Gathering 2
Trading Card Accessories 4
Roleplaying Games 5
Call of Cthulhu 5
Changeling 6
Cyberpunk 6
AD&D 7
GURPS 15
Heavy Gear 15
Mage 16
Mechwarrior 17
Mekton Z 17
Middle Earth 17
Mutant Chronicles 18
Rifts 19
Rolemaster 20
ShadowRun 20
Star Wars 21
Traveller the New Era 22
Vampire 22
Warhammer Fantasy 23
Werewolf 24
Computer Games 25
Mail Order Form 31
Magazine Subscriptions 32
Crazy Specials 33
Historical Reference Books 36
Wargames 38
Beginners Games 38
Accessories 38
Ancient Era 38
Napoleonic Era 39
American Civil War 40
World War One 41
World War Two 41
Advanced Squad Leader 42
Europa Series 42
African Campaign 42
Western Front 42
Eastern Front 43
Pacific Theatre 44
Post World War Two 44
World War Three 44
Science Fiction Boardgames 44
BattleTech 44
Star Fleet Battles 46
Fantasy Boardgames 46
K & M Model Trees 47
Miniatures & Miniatures' Rules 48
Ancients & Renaissance (DBM) 48
Napoleonic Era 50
American Civil War 51
World War 2 & Modern 51
Science Fiction 52
BattleTech 52
Killzone/Future Warriors 53
Necromunda 53
Sci-Fi Supply Walls & Buildings 54
Space Marine 54
Terrain Creations Model Hills 55
Warhammer 40,000 55
Fantasy Football 57
Fantasy 57
Grenadier 57
Grendel Resin Scenery 58
Ral Partha 60
Warhammer Fantasy 62
Accessories 64
Acrylic Paint 64

Prices in this catalog are subject to change without prior notice

Rolemaster 3in1

If you want to get into Rolemaster, this is the way to do it. This boxed set contains Rolemaster's three cornerstone books, ARMS LAW, a complete fantasy & medieval melee and missile combat system; SPELL LAW, the acclaimed Rolemaster spell system; and ROLEMASTER STANDARD RULES, providing all the rules and guidelines that you need to play in one of the most realistic fantasy RPGs available. These three books are their full versions, they are not condensed in any way. To buy these three books separately costs $118.00.

Rolemaster is a detailed system that adds realism and depth to your campaign without sacrificing playability. The rules include attack and fumble tables for 29 different weapon types. 17 critical strike tables, over 2,000 spell descriptions, 183 spell lists, 16 cultures & races, 20 professions, 36 training packages, a skill development system, detailed material for unique character backgrounds; talents, flaws, and role traits; etc!

Stratego 4

There have been a lot of people waiting for the release of this one! This is 3 or 4 player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each. A 2 level plastic fortress is in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

22 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage. If you have any complaints or praise about our service, please feel free to write to our General Manager Drew Fyfe, at the above address.

THE SHOW ROOM

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). **The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.**

Credit Card Phone Orders Welcome

- ☎ Ring us between 9.00am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA number, and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

ENQUIRIES

Our phone service operates from 9.00am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Collectible Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Arcadia: The Wyld Hunt

WHT **Arcadia: the Wyld Hunt - Due July**

The Changeling Adventure Card Game, which introduces new concepts that expand the gaming card genre. You develop a character who grows stronger and more experienced as you play. Your goal is to build a character who will eventually be able to complete the Wyld Hunt. There are no starter decks, you need to buy a Character Booster and a Story Booster, and you can play. A single card found in the booster packs contains all the rules needed.

Arcadia: Character Booster (15 cards) **$4.95** **Arcadia: CB Display** (360 cards) **$108.00**
Arcadia: Story Booster (15 cards) **$4.95** **Arcadia: SB Display** (360 cards) **$108.00**

Blood Wars

TSR **Blood Wars**

A stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately.

Blood Wars Double Starter Deck 100 cards + rules **$5.00** **Starter Display $25.00**
Factols & Factions: Booster Pack # 2 15 cards **$1.00** **Factols & F Dispaly $30.00**
Leaders, legions and luck of the secret societies of the City of Doors Planes.
Powers & Proxies: Booster Pack # 3 15 cards **$1.00** **Powers & P Dispaly $30.00**
Adds the gods themselves, who lead their own legions into eternal combat.
Weapons & Warmongers: Bstr Pack # 5 (Aug) 12 cards **$5.00** **Wpns & W. Display $162.00**
Centers on new Kismet and support cards, along with the machinations of the Arcane.
Hand of Fates: Bstr Pack # 6 (Due Nov) 12 cards **$5.00** **Hand of F. Display $162.00**
125 new cards of mightiest powers, most destructive weapons, and deadliest Kismet cards.

Dragon Dice

TSR **Dragon Dice Collectable Trading Dice Game**

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creatures an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes.

Dragon Dice Starter Game 24 dice + rules **$20.00**
Each Game boxed set contains 24 dice with varying degrees of rarity.
Dragon Dice Kicker Pack 4: The Feral (Due Aug) 8 dice **$14.00**
Introduces a new race of wild, manlike beasts guaranteed to further upset all balance of power in the game. 8 randomly selected dice and expanded rules to use them.
Dragon Dice Expansion: Magestorm! (Due Sep) 8 dice **$26.00**
This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.
Dragon Dice Kicker Pack 5: Swamp Stalkers (Due Dec) 8 dice **$14.00**
A new race of horrors that can cast death, and water magic rises up from the swamp to expand the game. 8 randomly assorted dice and expanded rules.
Cast of Fate: Dragon Dice Novel (Due Aug) **$12.00**
Oh dear me! There tons of AD&D novels, and now they think they have to make a Dragon Dice novel! This novel paints a picture of this new Dragon Dice world, where a young lava elf resolves the conflicts of his heritage in a land forever at war.

Vampire The Eternal Struggle

WIZ **Vampire: The Eternal Struggle**

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules **$18.00** **Starter Display $162.00** (760 cards)
Vampire: TES Booster Pack 19 cards **$5.00** **Booster Display $162.00** (684 cards)
Ancient Hearts Booster Pack 12 cards **$4.00** **Anc Hearts Booster Disp $162.00** (540 cards)
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
Darkness Unveiled Hardback Pocket Players Guide Book **$30.00**

Dr Who

MMG **Dr Who Trading Card Game**

The Time Lords of Gallifrey are in need of assistance. The Galaxies are in chaos. Across the spans of time, renegades of all races are battling for control of the Universe. A strong hero is needed - the Doctor! Along with his companions. There are over 300 cards in the series, with most cards being photos taken from the TV Series, most in color, but some in B&W too. Includes all of the Doctors from the series, many of the Doctor's companions (including k-9!), the Daleks, the Cybermen, the Master, the Giant Robot, the Tardis, weapons, spaceships, many other alien races and human characters, etc, etc. Rules are relatively detailed, but more simple than Magic. Cards include creature cards of aliens, characters and robots, episode cards, which you have to solve, flash cards, which act as interupts, resource cards which aid you in your actions, and time cards, which are your lives.

Individual Starter Deck $17.95 (60 cards + rules) **Starter Deck Display $180.00** (720 cards)
Individual Booster Pack $5.00 (12 cards) **Booster Pack Display $162.00** (432 cards)

Magic: The Gathering

WIZ **Magic: Quick Start Set - Conquest** **$40.00**

An introductory game to *Magic* featuring preconstructed decks with step-by-step guides for two players. With two 57 card preconstructed decks, each divided into basic and advanced concepts; a step by step guide for each player with easy to understand instructions, three quick reference cards, a newly revised easy to follow rulebook, and a mini-Duelist magazine with advanced strategies. *Due Sept.*

WIZ **Magic: the Gathering - Gift Box 4th Edition** **$40.00**

This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifepoints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ **Pro Tour Collector Set - Inaugural Edition** **$200.00**

This boxed set contains the exact eight championship decks used by the eight quarterfinalists in the first Magic the Gathering professional tournament held last year. This is a limited edition set, only 20,000 sets are being printed world wide, and Mil Sims is one of the only places to stock this set. The eight decks will be packaged in pairs in the box, according to how the players were matched up in the quarterfinals. Each 85 card deck features the signature of the champion, and the cards have a unique back design to distinguish them from other Magic cards. We don't have very many of these, so get your orders in quick. There are 680 cards in total in this set.

WIZ **Magic: 4th Edition Starter Deck** **$15.95**

Now in its 4th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by **Wizards of the Coast**, and is the first product in the **Deckmaster System.** To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's *Ante*. Seven cards are dealt, the remainder form the *Library*, from which cards are drawn - discards go into the *Graveyard*. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a *Spell* card. Spells are cast using *Mana*, which comes from *land* cards. Creatures are also called forth to do battle against the opponent.

Magic 4th Ed Starter Deck 60 cards + rules **$16.00** **Starter Deck Display $144.00** 600cards
Land cards are found only in these Starter Decks.
Magic: 4th Edition Booster Pack 15 cards **$5.00** **Booster Pack Display $162.00** 540 cards
The 4th Edition card mix has dropped 5 rare cards and many other cards from the Revised List, and in their place are added Arabian Nights, Antiquities, Legends, and The Dark cards.
Magic: The Dark Booster Pack 8 cards **$10.00** **The Dark Display $570.00** 480 cards
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series,
Magic: Fallen Empires Booster Pack 8 cards **$3.00** **Fallen Emp Display $172.00** 480 cards
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels...
Magic: Chronicles Booster Pack 12 cards **$4.00** **Chronicles Display $162.00** 540 cards
This includes a random assortment of cards from *Arabian Nights, Antiquities, Legends,* and *The Dark*. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.
Homelands Booster Pack 8 cards **$3.20** **Homelands Booster Pack $172.00** (480 cards)
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. *This is NOT a limited release,* though stocks will be available in short supply only..
Ice Age Starter Deck 60 cards + rules **$15.95** **Starter Display $144.00** (600 cards)
Ice Age Booster Pack 15 cards **$4.95** **Booster Display $162.00** (540 cards)
Magic/Ice Age: Alliances 12 cards **$4.95** **Alliances Display $200.00** (540 cards)
As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ Magic: Mirage - Due late October

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants.
Mirage Starter Deck 60 cards + rules **$17.95** **Mirage Display $162.00** (600 cards)
Mirage Booster Pack 15 cards **$5.95** **Mirage Display $194.00** (540 cards)

WIZ Magic The Gathering Ring Binder

A sturdy 3 ring binder produced by Wizards of the Coast in which to put your Superpro Sheet Card Holders containing Magic cards. **$27.00**

WIZ Magic: Pocket Players Guide Revised $17.50

A paperback book that contains updated rules for *Magic The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

Middle Earth

ICE Middle Earth: The Wizards Black Bordered Limited Edition

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. They five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Historically, Gandalf was the only Istari to succeed. Saruman was corrupted by power, Radagast went "native", and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth that I could not resist - I bought a whole display of boosters. The Lord of the Rings is my all time favorite novel, and I feel the cards really do it justice. The painting of Bag End looks like a photo, Gandalf looks just right, the hobbits are cute, the orks are mean and ugly...

The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategical. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.
Middle Earth Starter Deck 76 cards + rules **$22.50** **Starter Display $202.00** 760 cards
Middle Earth Booster Pack 15 cards **$7.50** **Booster Display $243.00** 540 cards
Middle Earth: The Dragons Booster Pack 15 cards **$6.00** **Booster Display $194.00** 540 cards
The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agburanar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.
Middle Earth: The Wizards Companion **$20.00**
This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play; tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc.

Mythos Cthulhu Collectable Card Game

CHA Mythos - The Cthulhu Collectable Card Game

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.
Mythos: Standard Game Set (Due October) **$25.00**
This game contains new cards that are completely compatible with the Limited Ed Mythos Starter Decks, now sold out. This game includes two customized 52 card decks, a corrupt deck and a steadfast deck. Each game consists of the same cards.
Cthulhu Rising Booster # 2 13 cards **$6.00** **Cthulhu Rising Display $194.00**
Cthulhu rises in power and becomes a major challenge threatening the world
Legends of the Necronomicon Booster # 3 13 cards **$6.00** **LOTN Display $194.00**
Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab.
The Art of Playing Mythos: A Tome of Arcane Law **$18.00**
This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

Netrunner

WIZ Netrunner Cyberpunk Trading Card Game Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating datafors to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.
Netrunner Double Starter Deck 120 cards + rules **$36.00** **Starter Deck Display $194.00** 720 cards
Netrunner Booster Pack 15 cards **$6.00** **Booster Pack Display $194.00** 540 cards

OverPower

FLE OverPower

The new superhero-based collectible trading card game from Fleer featuring characters from Marvel's comic books and television shows. There are 384 OverPower cards, including 39 characters. Each character is rated in three characteristics: energy, including mental blasts, flames, magnetism, optic beams, etc; fighting, combining fighting prowess, experience, and intelligence; and strength. You use four characters each, and equip them with all manners of enhancement cards and then send them into battle against your opponent's four characters. Perhaps the games greatest strength is the Poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. And your bluffing skills can be the difference between success and failure.

There are 6 different types of Starter Decks, each Starter Deck contains the 4 characters that you would use together as a team, along with enough other cards to enact limitless strategic variations of battle.. The Starter Decks, and their characters, are as follows:

Sworn to Protect (Professor X, Cyclops, Jean Grey, Jubliee)
Mutants Unite (Storm, Gambit, Bishop, Rogue)
Clobberin' Time (Thing, War Machine, Spider Woman, Thor)
Deadly Foes (Sabretooth, Deadpool, Hobgoblin, Dr Octopus)
Heroes Assemble (Silver Surfer, Punisher, Colossus, Beast)
Lethal Allies (Dr Doom, Carnage, Omega Read, Rhino)

Other characters, such as Spiderman and Wolverine, are found in the booster packs.
OverPower Starter Deck $15.00 (55 cards + rules) **Starter Deck Display $162.00** (660 cards)
OverPower Booster Pack $5.00 (9 cards) **Booster Pack Display $162.00** (324 cards)

Rage

WHT Rage: Legacy of the Tribes *Due Sept.*

We've sold out our entire stocks of Rage Trading Card game, but for all of you who bought Rage previously, there is coming in September a new supplement, Hearkening back to the glory days of the Garou, this is a 210 card supplement detailing each and every tribe with an introspective look at their greatest strengths. Tribe fetishes, new and powerful allies, outstanding characters, from the noble Silver Fangs to the hideous Spiral Dancers and every tribe inbetween. You must have a Rage Starter Deck to be able to use this supplement. Note: we are only getting limited stocks, so please pre-order before due date.
Legacy of the Tribes Booster Pack $3.95 (12 cards) **Legacy of the Tribes Display $86.00** (288)

Spellfire

Its no match for Magic, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Fourth Edition. With this expanded Fourth Edition Starter

Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. 4th Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

Spellfire Starter Deck 4th Edition 110 cards + rules **$20.00** **Starter Display $108.00**
Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

Spellfire: Night Stalkers Booster Pack # 11 (Due Oct) 12 cards **$5.00** **Nght Slkrs Display $162.00**
More fearsome undead and a new thief champion class with new abilities that let players pit their champions against previously unattackable realms.

Master of the Magic: Spellfire Reference Guide **$14.95**
Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

Spellfire Reference Guide Vol 2 (Due Dec) **$40.00**
The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

Star Trek

DEC **Star Trek Next Generation: Starter Deck** **$18.00**
By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the *Star Trek Next Generation Universe*. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics such as myself, trading card collectors, and players of games such as *Magic*, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include *mission cards,* which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; *dilemma* and *interupt cards*, which you play on your opponent to slow his attempt to achieve missions; *artifact cards,* which give your ships/teams special powers; *outpost cards,* where you dock & launch ships, personnel appear, etc; *ship cards,* for all three races and non-aligned races, & which rate range, weapons, shields; *personnel cards,* crews with which to form Away Teams; & lastly *equipment cards and event cards*. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules **$20.00** **Unlimited Starter Disp $194.00**
These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Black Border Starter Decks 60 cards + rules **$36.00** **Limited Starter Disp $388.00**
We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.

Star Trek Next Generation: Booster Pack 15 cards **$5.50** **Unlimited Booster Disp $178.00**
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Star Trek Next Gen: Alternate Universe Expansion 15 cards **$5.00** **Alt Universe Display $162.00**
This first expansion contains122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. *The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.*

Star Trek Next Generation Card Game Factory Set **$180.00**
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments.

Star Trek TNG: Official Players Guide **$30.00**
A stunning full color 266 page book, which has exclusive information from the games' developers. It tells you how to customize your decks, it gives trading strategies, information for collectors; plus strategies for the 50 most powerful cards, powerful card combinations, extensive questions and answers on the most common rules questions, and a complete history of the making of the game.

Star Wars

DEC **Star Wars Limited Edition**
Decipher, the people who brought us Star Trek Next Gen Trading Card Game, have also done *Star Wars* as a trading card game. This are the Black Bordered Limited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the *Star Wars* movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules **$18.00** **Starter Deck Display $194.00** (720 cards)
Star Wars Booster Pack 15 cards **$5.40** **Booster Pack Display $174.00** (540 cards)
New Hope Booster Pack 15 cards **$5.40** **New Hope Booster Display $174.00** (540 cards)
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base. **Out now!**
Empire Strikes Back: Hoth Booster Pack 15 cards **$5.40** **ESB Booster Display $174.00** (540 cards)
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. **Due October.**

Ultimate Combat

ULT **Ultimate Combat Martial Arts Trading Card Game**
This is a martial arts trading card game, designed and written by martial artists, to be played by anyone with an interest in martial arts. Each card contains a photograph of a martial artist involved in some martial attack or defense posture, or while pursuing another aspect of the martial arts. All the martial artists pictured are repeat Champions in their field. There are 250 different cards to collect, using the moves of karate, judo, juijitsu, taekwondo, wrestling and boxing, enhanced by psychic powers such as chi and mantras, talismans, weapons, and armor.

Individual Starter Deck **$2.75 each** (60 cards +rules) **Starter Deck Display** **$25.00** (600 cards)
Individual Booster Pack **$0.75 each** (15 cards) **Booster Pack Display** **$25.00** (540 cards)

Wyvern Fantasy Trading Card Game

USG **Wyvern Fantasy Trading Card Game**
This is a game of dragons, dragon slaying, and treasure. Players rule over a vast empire where the dragons are paid gold to fight for you. The object of the game is to defeat an opponent's army on a battlefield of Terrain and Dragon cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected.

Individual Starter Deck **$3.00 each** (60 cards +rules) **Starter Deck Display** **$30.00** (600 cards)
Individual Booster Pack **$1.00 each** (15 cards) **Booster Pack Display** **$30.00** (540 cards)

X-Files Trading Card Game

DON **X-Files Trading Card Game - Due Aug/Sept**
The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. The first release will cover the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups.

Individual Starter Deck **$15.00** (60 cards + rules) **Starter Deck Display** **$172.00** (720 cards)
Individual Booster Packs **$5.00** (15 cards) **Booster Pack Display** **$129.00** (288 cards)

Trading Card Accessories

CRF81100 **DECK PROTECTORS** **$10.00**
These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$90.00**

ARM **Magic The Gathering ICE AGE Life Point Stones & Pouch**
There are 9 colors in this range of ICE AGE Life Point Stones & Pouch, which include 40 stones and a suade draw-string pouch. The colors availabe are: Polar Ice, Ice Blue, Frozen Fire, Icy Lavender, Azure Shadow, Glacier Green, Fost Foam, Black Ice, and Ice Pack. **$10.00**

ARM **Magic: Fallen Empires Bonus Pack** **$4.50**
To use Fallen Empires you need counters, as you can upgrade some cards to others once they have enough counters on them. This Bonus Pack includes 20 poker chips to place on the cards, as well as 20 glass life point stones. Colors are emerald, sapphire, citrine, amethyst, black.

GYM **Collectors Album Ringbinder** **$15.95**
This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards!

GYM **Superpro Sheet Card Holders (1)** **$0.50**
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM **Floppy Card Sleeves (100)** **$2.00**
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CHX **Magic Card Box (Fits 180)** **$6.50**
A sturdy card box with snug fitting lid made of black plastic. The words *Magic Box* are printed on the lid, in metallic paint. Fits 180 cards. Colors available are: White print, red print, green print, blue print, and gold print.

CRF **Deck Binder** **$17.00**
A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

GRF **Card Album** **$20.00**
High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

CRF50CB **Ultimate Collection 50 Card Plastic Box** **$3.95**
Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB **Ultimate Collection 100 Card Plastic Box** **$3.95**
Made of durable, rigid plastic, this box fits 100 trading cards.

REA **Scrye Life Point / Blood Point Counter**
A novel and space-efficient manner of recording your *Magic* Life Points or your *Jyhad* Blood Points. This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scrye Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Blue, Green. **$17.95**

REA **Scrye Life Point Claw Counter** **$6.00**
Similar design as above, except instead of a 25mm wizard, a clawed hand clutches a gem. The counter goes from 0 to 40. Base Metal colors available are: White, Gold, Blue, Black, Red, Green, and Plain (Plain is $14.00)

REA **Scrye Cleric Life Point Counter** **$6.00**
Similar design as above, except instead of a 25mm wizard, a 25mm Cleric. The counter consists of two metal discs atop each othe, the upper one having a section cut out that lets you read the counter below. Using both discs, you can record numbers from -9 to 300. Base Metal colors available are: Blue, Green, Purple, Redd, and Plain (Plain is $4.00)

REA **Scrye Magician Life Point Counter** **$6.00**
Same design as above, except instead of a 25mm wizard, a 25mm Magician. Base Metal colors available are: Blue, Green, Purple, Red and Plain (Plain is $4.00)

REA **Scrye Woman Life Point Counter** **$6.00**
Same design as above, except instead of a 25mm wizard, a 25mm Fantasy Woman. Base Metal colors available are: Blue, Green, Purple, Red, and Plain (Plain is $4.00)

Roleplaying Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. **By Last Unicorn Games.**

ARIA RPG Aria, Canticle of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages ! ! there are two sections in the book. Myth Creation with guidelines for creating mythic species, races, & cultures; Persona Creation, providing a comprehensive outline for methodical Persona generation. **$45.00**

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. **$40.00**

ARS MAGICA

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. **Atlas Games have taken over development and production of Ars Magica.**

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. **$55.00**

Deadly Legacy Characters of a young Spring Covenant are thrust into an adventure that pits players against warring nobles, the Church, & foes beyond the mortal realm. **$24.00**

Faeries Revised Ed There is a world that underlies Mythic Europe, a world of perfect beauty, living light, and dark horror - the world of the faeries. With legends and stories of mortals' dealings with faeries, faerie races and creatures, scenario ideas, etc. **$34.00**

Houses of Hermes Here you will find mysterious philosophers whose wisdom is etched in their skin, wizards with a faerie lineage, preserving shapechangers, etc. **$34.00**

Lion of the North The Loch Leglean Tribunal. Combines rich historical detail with colorful mythic material on medieval Scotland, a land where the Dominion is left behind and rumors hint of a dire threat to the Order itself. **$30.00**

Medieval Bestiary Beasts of legend & the mundane world, over 100 in all, each with a complete story concept. **$30.00**

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society & culture of the Middle Ages. Follows the monks journey through Europe, & details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. **$40.00**

Mistridge Offers extensive detail about Mythic Europes Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenent. **$24.00**

Mythic Europe The official setting of Ars Magica. Describes every facet of these harsh medieval times from Church intrigue to the machinations of petty kings. In this world you must persevere and survive, or falter and perish. **$35.00**

Parma Fabula GM screen & mini adventure. **$20.00**

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. **$35.00**

Tribunals of Iberia Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 illustrated pages, including maps. **$22.00**

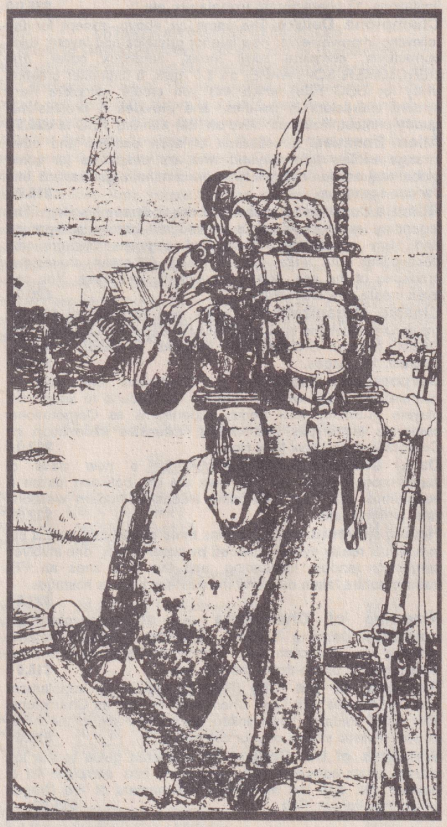
Tribunals of Rome Extensive background on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - & utterly damned. Powers of darkness rule, & mortals & mages fight amongst themselves shamelessly. 126 pages profusely illustrated. **$25.00**

The Wizard's Grimoire The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. **$35.00**

Blood Dawn

POST HOLOCAUST The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. **By Optimus Design Systems.**

BLOOD DAWN RPG A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilization. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. **$45.00**



Bubblegum Crisis

BUBBLEGUM CRISIS RPG The year is 2032 AD, the world of the Knight Sabres, and MegaTokyo. Based on the popular Japanese anime series, this game is a fusion of cyberpunk and mecha slugfests. The book is packed with artwork from the series and source material on the world. Due Sept. More details later. **$48.00**

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo,etc. **By RTG.**

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the dealy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own. a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. Softcover. **$55.00** Hardcover **$65.00**

Comme Il Faut: A Host's Guide to CF Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Socerery, Alternate Rules & Clarifications, costuming, etc. **$34.00**

Steam Age The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automotives, steam automatons, etc. etc. 104 pages. **$27.00**

Sixguns & Sorcerery If you though New Europa was larger than life, take a look at America. This is the USA sourcebook. Due Sep. **$30.00**

The Book of Sigils: Sorcerous Orders Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. **$30.00**

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. **$30.00**

The Memoirs of Auber Faerie The life story of Auberon, King of the Faerie Seelie Court. Indepth source materia on all the different types of Faerie, the history of the 5 Earths the Fae have visited, and more. Due Dec. **$40.00**

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. **$45.00**

1990s Handbook A revision of Cthulhu Now, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. **$26.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **$40.00**

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **$40.00**

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. **$40.00**

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **$34.00**

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. **$34.00**

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. **$30.00**

Cthulhu Live Yippie! Live action Cthulhu role play! Rules, handouts, examples, adventures. Due Oct. **$34.00**

Cthulhu XL T-Shirts Miskatonic Alumni **$35.00**
Cthulhu Tequila **$35.00**
Arkham Scrub **$40.00**

Curse of Cthulhu The Brotherhood is staging a comeback, and players must travel to San Fransisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. Reprints of the classic Fungi From Yuggoth & 3 other scenarios. **$40.00**

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **$40.00**

Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Ed. **$35.00**

Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. **$22.00**

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. **$40.00**

Fatal Experiments Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. **$40.00**

Fearful Passages Nine adaptable adventures, each

specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **$40.00**

Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition!): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. **$40.00**

Horror's Heart A 1920s campaign set in Montreal. Priests, gangsters and werewolves galore while in truth the real horror of the Mythos lurks behind all. Due Sept. **$26.00**

Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. **$60.00**

In the Shadows A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. **$24.00**

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background incl. forbidden books, secret cults, alien races, mysterious places. **$26.00**

King of Chicago Guide to Chicago in the 1920s, featuring background material and scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited in detail. **$22.00**

Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **$35.00**

Masks of Nyarlathotep 3rd Ed of the greatest epic Cthulhu campaign ever. This expanded revision includes all the original material as well as another classic scenario set in Australia. Also has three new episodes, new art, new maps. Sept. **$45.00**

Miskatonic University Provides a coherent setting and background for running investigations. Includes Welcome to the University, Exploring the Campus, the Library and Exhibit Museum, Administrative Trivia, People at MU, etc. **$25.00**

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. With map & 2 adventures. **$40.00**

Sacraments of Evil Cor Guv'nor, I think somethin' slimy just et the butler. A horrifying collection of six gaslight scenarios. **$38.00**

Strange Eons Three adventures set in unusual times and places: in Rennaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playrights. Six pregenerated characters are provided in each scenario. **$30.00**

Taint of Madness Sourcebook discussing the recognizable forms of insanity, the historical treatment of the insane, how the mad or the incompeent are handled, and what the legal complications of being classified insane may portend. **$35.00**

Terror Australis 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirrimburra, Old Fellow That Bunyip & City Beneath the Sands. **$40.00**

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised second edition of Arkham unveiled. **$38.00**

The Golden Dawn The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. **$40.00**

The London Guidebook This supplement explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. **$30.00**

The Stars Are Right Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golonac stalks the homeless, San Francisco burns down, and worse! **$40.00**

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **$35.00**

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1990s. Due Sept. **$42.00**

Walker in the Wastes A 224 page book. In 1848 the Franklin Expedition vanished in the ice, searching for the Northwest Passage. Eighty years later, you and your associates travel to Northern Canada to research the disaster - and find yourselves launched in a globe-spanning race to defeat the terrible god of the icy wastes. A huge campaign of discovery and horror, for experienced Keepers. **$40.00**

Ye Booke of Monstres New horrible and generally unfriendly creatures for Call of Cthulhu. Includes Bugg-Shash, Cats from Saturn, Ghroth, Lobon, Saaitii, Spectral Hunters, Wendigo, Yidhra. **$20.00**

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabolous Creatures, and Unique Entities. **$22.50**

CTHULHU MYTHOS ANTHOLOGIES - $20.00 each

1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle.

2. Mysteries of the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price.

3. Cthulhu's Heirs An all new collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals.

4. Shub-Niggurath Cycle
A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity.

5. The Book of Iod
Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch.

6. Made in Goatswood
17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley.

7. The Dunwich Cycle
Nine stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths.

8. The Disciples of Cthulhu
The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others.

9. The Cthulhu Cycle (Due July)
The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself.

10. The Necronomicon (Due Sept)
Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon.

Champions

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era. **By Iron Crown Enterprises.**

Champions RPG 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. **$35.00**

Champions Deluxe The same as above, except for the following improvements: new interior graphics and layout, rules corrections, complete rules index, hardback cover, and HEROMAKER SOFTWARE, on 3.5" disk, a character creation utility for DOC PCs, which lets you create complete Hero system characters in minutes, and provides a professional quality printout. You must have an IBM with 3.5" FDD to ~~$60.00~~

Alien Enemies A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. **$15.00**

Atlantis Complete sourcebook of the undersea kingdom. The legendary realm of Atlantis is packed with history, background and story possibilities. You'll find complete backgrounds, descriptions and write ups of major Atlantean characters, creatures of the sea, spells, equipment, and more. You can even create new characters. **$20.00**

Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. **$25.00**

Corporations Sourcebook for Champions. With over 24 corporations, each with an optional background to keep your players guessing, new perks, superteams **as** Corporations, corporate archetypes and villains, extensive information on Corporations and how they work. **$22.00**

Dark Champions Sourcebook for a new class of superheroes - vigilantes who walk the line between justice & vengeance. 208 pages including extensive modern weapons lists, gadgets, etc. **$27.00**

Heroic Adventures 1 Contains three adventures, one is set in a virtual reality system invaded by supervillains, one involves seemingly random kidnapping, and the third sees an FBI training centre taken over and the trainees held as hostages. **$27.00**

Kingdom of Champions A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. **$18.00**

Shadows of the City The first adventure supplement intended for use with Dark Champions as well as Champions. This book contains three linked adventures set in the hard-edged, realistic streets of your campaign. **$20.00**

Watchers of the Dragon An illustrated guide to the top martial artists complete with background info, complete list of powers, etc, and the mysterious Tournament of the Dragon which they fight in. Feb. **$35.00**

Changeling

HORROR The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith.

CHANGELING: THE DREAMING RPG In Changeling you take the role of an outcast from the true fae, note quite faerie, not quite human, trapped in the harsh reality of the real world. Your only connection to your long lost home, Arcadia, and your only source of power, is the Glamour, the small wonders and individual victories in life that makes dreams come true. But the Glamour is fickle. It ebbs & flows in strange and unpredictable ways. 294 color pages. **$45.00**

Changeling Cantrip Cards Changeling magic is wild and capricious, it may intrigue, delight or terrify. These stunning full color cards vividly bring to life the Arts, Realms, Bunks and Nightmares of Changeling. There are 24 packs of 10 cards each in each display, each card is full color glossy art, with relevant game information. There are 168 cards in the series, and if you buy the whole display, you'll get a hyper proportion of the set. **Packs are $1.00 ea, or $22.00 display.**

Changeling Player's Guide Herein you will learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. **$40.00**

Changeling Players Kit With deluxe full color character sheets, new bunks for each kith, a players screen, and blank bunk cards. Nov. **$22.00**

Changeling Storytellers Screen Screen containing all the most useful charts; a full length introductory story, crossover rules. **$32.00**

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. **$27.00**

Immortal Eyes: The Toybox Welcome to San Fransico, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **$27.00**

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its firey volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world. It has also long been a haven for Kithain seeking to flee the ravages of Banality. **$27.00**

Nobles: The Shining Host From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed, through current politics and events. **$21.50**

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. **$21.50**

CHANGELING NOVELS

1. The Splendor Falls - $11.00
Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings?

Immortal Eyes Trilogy

1. The Toybox - $11.00
The Toybox Coffee Shop houses six Changelings who together try to stop the wizard Malacar from claiming vengeance.

2. Shadows on the Hill - $11.00
The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him?

Conspiracy X

SF HORROR/MYSTERY Very clearly inspired by the X-Files television series. **By New Millenium Entertainment.**

CONSPIRACY X RPG Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **$50.00**

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2020 2nd Edtion New Enlarged Printing This new print run features 254 pages, including heaps of revised artwork (with 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-ware', nanotech enhancements, fast moving fire-fight rules, heaps of world background & more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. **$25.00**

All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of `em wanting to flatline the players. **$16.50**

Bastille Day 48 page adventure where Rache Bartmoss hires some PC cyberkids to track down Spider Murphy, who's gone missing. But they are up against the ISA dragon, and will be hard put to rescue her. **$12.00**

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. **$16.00**

Character Sheets 32 double sided character record sheets. **$12.00**

Chrome Berets (Atlas) A campaign for cyber mercenaries - there's a war happening in a 3rd world country & the Big Suits want it to go their way, except they don't want anyone to know that they're involved. Which is where you come in. Includes mass combat rules for large battles. **$25.00**

Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **$24.00**

Chromebook #3 The biggest Chromebook ever. Packed to the gills with more 21st century style and technology than ever before. Among the topics covered are: cybermoderns, PCs, software, vehicles, borgs, robotics, & more cyberware. **$35.00**

Chromebook # 4 Now with more nanotech and vehicles than ever before. Buy or die! Due Aug. **$20.00**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$40.00**

Corp. Book I Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corp-oration. 88 pages featuring products, board structure, security, resources, etc, plus scenarios. **$20.00**

Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Miltech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. **$20.00**

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **$20.00**

Cyberpunk XL T-Shirts

Game Cover	$35.00
Cyber Face	$35.00
Oriental Joker	$35.00

Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyranical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield ncredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yogang character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **$40.00**

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **$25.00**

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. **$20.00**

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, repossession, counter repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **$24.00**

Eurosource Plus European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **$35.00**

Eurotour `21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids. **$22.50**

Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. Due Nov. **$36.00**

FreeFront Fourth in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and find the kinks in its armor to bring it down. Due Dec?. **$26.00**

Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due July. **$24.00**

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. **$22.00**

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. **$35.00**

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **$35.00**

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosives system, an indexed list of all the new skills & roles ever published. **$19.95**

Live and Direct Explore the entire spectrum of Dark Future media, from player characters to who they work for. A must for any Cyberpunk referees or players who deal with the media in their campaigns. Includes material from the now out of print Rockerboy too. **$24.00**

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronice entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of hte masses? A Document of the Revolution, for Cybergeneration. **$20.00**

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, coyotes, jackrabbits, and the Neo-tribes, nomads who have given up life under fluoescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way. **$24.00**

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, commerce, smuggling, piracy, and revolutions. **$28.00**

Rache Bartmoss' Guide to the Net A 152 page complete guide of the net throughout the world. Includes AIs, Netwatch Icemen, Arasaka Dataforts, new software, lots of full color regional maps, new city grids, new dataforts impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. **$30.00**

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermoderns, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Due Oct. **$28.00**

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers travel info, art, media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **$24.00**

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose - or even better-shoot yourself without showing pain! **$20.00**

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **$28.00**

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **$22.50**

The ISA Sourcebook Know your enemy! This book shows ou the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes. Due March. **$30.00**

VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **$20.00**

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. **$24.00**

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **$25.00**

Don't Look Back

HORROR/SPOOF A half serious, half slingoff RPG inspired by the X-Files and horror RPGs. **By Mind Ventures.**

DON'T LOOK BACK RPG 200 + pages, heaps of B&W illustrations. The modern world has become a repository for every whacked-out faction of the paranormal that ever graced the pages of a supermarket tabloid. Flying saucers roam the skyways, vampires stalk the streets, the US government funds mad scientists to experiment on its own citizens, etc. Players take the roles of anything from government agents like Mulder & Scully to private eyes to vampires or witch hunters. **$40.00**

Giant Psychic Insects from Outer Space As you can guess by the title, this adventure for Don't Look Back is a spoof. Seven foot praying mantises from another planet are using citizens of a USA town as lab animals. Your characters start the adventure waking up in an alien spaceship, being operated upon by the 7 foot tall psychic insects. The action never stops, nor does the flood of engaging nonsense. **$27.00**

Dungeons & Dragons

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. **By TSR.**

RULEBOOKS & BOXED SETS

The Classic Dungeons & Dragons Game The popular D&D game, updated, streamlined, and repackaged in a convenient box size that will fit easily on any standard shelf. The ideal entry into adventure gaming, with fearless characters, knights, elves, wizards, and ferocious monsters to overcome while adventuring in dark dungeons. 64 page rulebook, 32 page adventure book, DM screen, dice, 14 plastic pawns, card stand-up figures, & large map. **$45.00**

AC1011 Poor Wizard's Almanac II A detailed DM's guide to the year 1011, covering personalities & events of importance in Mystara, the Known World & Hollow World. Includes a social register, and an atlas. B4 size, 240 pages - a full gaming years worth of events. **$10.00**

Advanced Dungeons & Dragons

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every `20' rolled, and generally trying to kill everything that moves & hoarding loot! **By TSR.**

INTRODUCTION

Introduction to the AD&D Game Imagine you have entered a fantasy realm with monsters, treasures and daring deeds to be done! Play a heroic fighter or a cunning wizard. Explore old castles and chart the depths of mysterious dungeons. Includes an interactive CD that guides you through the adventures. This is the easiest and fastest way to learn AD&D. Also includes an introductory monstrous manual, an intro DM's guide and screen, 6 25mm miniatures, 7 dice, 6 hero cards, and an intro Players Handbook. **$60.00**

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. **$50.00**

Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebook - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **$40.00**

AD&D CD-ROM Volume I CORE RULES Every aspect of the game is faithfully and beautifully incorporated into a fully cross-referenced, interactive electronic manual, with the complete text of the *Players handbook, Dungeon Masters Guide, Monstrous Manual, Tome of Magic* and *Arms & Equipment Guide*. DMs & players can easily & quickly generate full characters; a map generation system to create dungeons, villages, towns, cities, castles, & wilderness; also a computer animated 3-D tour of a village. IBM Requires Windows 3.1 or '95, CD-ROM, 486+. 8mb RAM. Due Sept. **$119.00**

MCC1 Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. **$55.00**

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. **$40.00**

AD&D Dungeon Master Option Rulebook: High Level Campaigns 192 page hardback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **$40.00**

AD&D Player's Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system,

critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. **$40.00**

AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. **$40.00**

AD&D Player's Option Rulebook: Spells & Magic New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **$45.00**

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes information on how to create artifacts so that megalomanic players can wield ludicrously powerful trinkets! **$40.00**

Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existance - to visit ancient and forgotten lands. With new spells, powers, realms. **$25.00**

Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). **$22.00**

Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustrat-ion, original page ref. & GP value. **$22.00**

DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **$20.00**

AD&D Character Record Sheets These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions, etc. **$20.00**

ACCESSORIES - CAMPAIGN MATERIAL

Castle Sites Offers the DM a solid book full of detailed, creative castle plans, showing their exteriors, floor plans, purposes, and inhabitants. 96 pages. **$25.00**

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **$25.00**

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of `em and steal the loot! **$70.00**

DMGR2 Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, seige warfare (mining, starvation, etc). **$30.00**

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost and correct application, plus lots of nifty illustrations. **$30.00**

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan ra~~ce~~ **$30.00**

DMGR6 Complete Book of Villains Guide to creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more~~s~~ **$35.00**

DMGR7 Complete Book of Necromancers The most terrifying of all AD&D villains, who command hordes of undead and who master death magic. Expands upon the necromancer as a non-player character against whom player characters can struggle. New powers, new spells, new items, new magical items & personality types, etc. **$35.00**

DMGR8 Sages & Specialists Presents new rules and specialized nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. Due August. **$40.00**

HR1 Vikings 96 page sourcebook for Norse campaigns. Incudes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. **$30.00**

HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. **$30.00**

HR3 Celts Campaign Sourcebook A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorian characters, Heroic Feats (skills), magical plkaces, tradition-al monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. **$30.00**

HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! **$30.00**

HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **$35.00**

HR6 The Age of Heroes The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. **$35.00**

HR7 The Crusades Join the likes of Richard the Lion-heart and Knights Templar in the historical exploits of the crusades from 11th - 13th centuries, attempting to take & hold the Holy Land. **$35.00**

Savage Baronies An audio CD accessory and adventure for Red Steel. The Savage Baronies, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yazak Steppes ride again. Includes source material and a short adventure. **$15.00**

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **$20.00**

World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. Due Nov. **$40.00**

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells `memorised' by characters. Includes statistics & spell descriptions - cute! **$45.00**

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. **$45.00**

Deck of Magical Items Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect `em all! **$45.00**

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. **$35.00**

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, theif kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **$35.00**

PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **$35.00**

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **$35.00**

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages **$35.00**

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **$35.00**

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **$35.00**

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, ect), and more! 118 pages. **$35.00**

PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. **$35.00**

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **$35.00**

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **$35.00**

PHBR12 Complete Paladins Handbook One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. **$35.00**

PHBR13 Complete Druid's Handbook In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This 128 accessory helps you to play the noblest warriors of the AD&D game. Create or enhance your paladin with new proficiences and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyrider, and indomitable wyrmslayer. **$35.00**

PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **$35.00**

PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture, not just Oriental, came become ninjas. **$35.00**

Fighters Screen All the tables & charts a player needs if he is running a fighter player character. **$15.50**

Priests Screen All the tables & charts a player needs if he is running a priest player character. **$15.50**

Wizards Screen All the tables & charts a player needs if he is running a wizards player character. **$15.50**

Thiefs Screen All the tables & charts a player needs if he is running a thiefs player character. **$15.50**

Wizards Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Wizards Screen, painting guide, instruction book, character record sheets, etc. **$44.95**

Priests Players Pack Large plastic brief case with handles & snap locks, 3 lead free miniatures, Pirests Screen, painting guide, instruction book, character record sheets, etc. **$44.95**

Thiefs Players Pack Large plastic brief case with handles & snap locks, 3 lead free miniatures, Thiefs Screen, painting guide, instruction book, character record sheets. **$44.95**

Shaman A new type of spellcaster - a wizard who gains magical power from the spirit world. More subtle and versatile than a normal wizards, a shaman has extraordinary knowledge & capabilities. **$25.00**

ACCESSORIES - MISCELLANEA

1997 TSR Calendar A TSR fantasy art exclusive featuring more than a dozen stunning poster quality reproductions. Due August. **$26.00**

1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. **$36.00**

1995 Annual Monstrous Compendium Vol. 2 All the new monsters presented from all AD&D game products for this year, & a few previously undescribed monsters. **$35.00**

1996 Annual Monstrous Compendium Vol. Three Compiles a years worth of monsters for the entire line of AD&D game products.There are also some entirely new creatures. Due December. **$40.00**

CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. **$40.00**

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm carboard cutouts. **$50.00**

Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. **$50.00**

Deck of Encounters Set # 1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random. **$45.00**

Deck of Encounters Set # 2 432 cards with all-new and exciting encounters with monsters or NP characters. **$45.00**

Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! **$35.00**

Den of Thieves Explores the organised underground of thieves, pickpockets, cat burglars, upright men, patriachs, and underground kingpins. Includes the rules to run a guild in any campaign world and a complete adventure. **$32.00**

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **$45.00**

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **$50.00**

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D game magical item ever created. **$50.00**

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for the AD&D universe. **$50.00**

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **$38.00**

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. **$40.00**

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **$25.00**

The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes

The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and six detailed poster maps. Due Sep. **$60.00**

The Rod of Seven Parts Hardback Novel When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. **$45.00**

The Worlds of TSR 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. **$38.00**

Treasure Tales Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. **$26.00**

Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. Due November. **$50.00**

MISCELLANEOUS ADVENTURES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. levels 5-8. **$14.00**

A Hero's Tale A collection of short adventures, each playable in a single evening, suitable for all AD&D game worlds. These adventures for character levels 2 - 10 offer a variety of entertaining side treks requiring little or no preparation. Due August. **$26.00**

Clerics Challenge II Mini-adventure for one GM & one player, that can be used in almost any AD&D campaign. **$14.00**

Labyrinth of Madness A special TSR anniversary adventure - perhaps the most insidious dungeon every devised. Filled with monsters and traps and treasures, but also a multi-level three-dimensional maze, with puzzles within puzzles. Players must solve 20 puzzles to win. **$20.00**

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. Due November. **$40.00**

Thief's Challenge II Ad adventure for one player & one DM, 2 - 3 players, suitable for any AD&D campaign. **$14.00**

The Silver Key Cocky adventurers of all levels will find the tables are turned when they become fugitives in a hostile land filled with angry orcs. Levels 2-8. **$16.00**

Wizards Challenge II An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? **$14.00**

Monstrous Arcana

I, Tyrant First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. **$36.00**

Eye of Pain Journey to the nightmarish world of the beholder. This is the 1st ever adventure where player characters encounter beholders in their uncharted, subterranean realm. Levels 4 - 8. **$16.00**

Eye of Doom The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. Due Oct. **$16.00**

Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightest of the eye tyrants. Twice the length of the othe two adventures, levels 8 - 12. Due Jan'97. **$26.00**

Mystara

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

MYSTARA NOVELS

The Dragonlord Chronicles

1. Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map. **$12.00**

2. Dragonking of Mystara Now that he has established peace with the dragons, the Dragonlord feels that his troubles are behind him. Instead he finds himself in the centre of a web of intrigue as his supposed new allies try to use him as a weapon against their enemies in a bid for power. Soon a new war with the dragons seems inevitable, and this time the dragons are ready for him. **$12.00**

3. Dark Knight of Karameikos Grygory the knight is mistaken for an outlaw and thrown into prison, where he befriends Flavius the thief. They escape, and together, they take on the dreaded Dark Knight of Karameikos. **$12.00**

4. Dragonmage of Mystara It's war! In the epic conclusion to the Dragonlord Chronicles, the Dragonlord must unite his former enemies, the dragons, against an enemy from their former past who threatens to destroy the entire world. **$12.00**

Savage Coast Novel

1. The Black Vessel A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? Due August. **$12.00**

Planescape

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **$60.00**

A Guide to the Astral Plane The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. Due November. **$32.00**

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizzare that spans the Astral, Inner and Outer Planes. Levels 2-10. Due Dec. **$26.00**

Fires of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator and to the 2nd to the city of Dis. **$26.00**

Harbinger House Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house of barmies that is a nexus of power. **$25.00**

Hellbound: The Blood War Features a colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. **$50.00**

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. levels 7 - 10. **$20.00**

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfapes in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. **$30.00**

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. **$36.00**

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasties. **$35.00**

On Hallowed Ground Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. Sep. **$40.00**

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. **$60.00**

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. **$60.00**

Planes of Law Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps. **$60.00**

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 page book, map, CD. **$30.00**

Something Wild When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4 - 7 features two popular planes, & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. **$26.00**

The Deva Spark Adventure - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. **$20.00**

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **$20.00**

The Factol's Manifesto 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. **$40.00**

The Planewalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiences, spells, and planar equipment. Due August. **$40.00**

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **$30.00**

Uncaged: Faces of Sigil This essential "who's who" for the greatest city of the planar multiverse introduces the key personalities in Sigil for adventurers to meet & avoid, revealing a web of intriguing and often secret relationships. **$40.00**

PLANESCAPE NOVELS

Blood Wars Trilogy

1. Blood Hostages Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. **$12.00**

2. Abyssal Warriors Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. **$12.00**

3. Planar Powers Focuses on the children of Aereas and Nina as they struggle to complete the cycle begun by their parents, while the eternal Blood War rages on. Due Dec. **$12.00**

Other Planescape Novels

1. Pages of Pain The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. Due Sept. **$12.00**

Birthright

BIRTHRIGHT: Legacy of Kings Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, centre, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. **$60.00**

Ariya Domain Sourcebook Ariya's citizens turn to you, their newly crowned lord-prince, to restore the city-state to its former eminence. Tested by war-hungry neighbours, religious zealots, and a shrinking treasury, you must lead the realm to a glorious new age. **$14.00**

Baruk-Azhik Domain Sourcebook Presenting the only dwarven kingdom that players can rule. With lots of new info on the dwarves and their unique culture. **$16.00**

Binsada Domain Sourcebook The kingdom of Binsada, which borders the areas rules by the Abominations, the Hag and the Sphinx. With history and NPCs. **$16.00**

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign. **$35.00**

Cities of the Sun Campaign expansion with new lands to add to their kingdom. New War Cards describe the powerful Kingasi armies and the forces of their enemies, & a new poster map adjoins the maps of Anuire. **$35.00**

Endier Domain Sourcebook One of the smallest domains in Anuire. It is precariously balanced between three of the more powerful realms in the land. You need to play a delicate game of politics and diplomacy to survive. You can play the role of the Lord of Endier, the Thief Regent of the Realm, or a noble, servant, or adventurer. Full color maps. **$14.00**

Greatheart Novel. Five hundred years after the cataclysm of Mt Deismaar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. **$12.00**

Haiskapa Domain Sourcebook A barbarian domain in the lands of Viking-style peoples. **$16.00**

Havens of the Great Bay New lands open for heroes to explore, conquer and rule. The Renaissance culture of the Brecht merchants, and the lands and peoples that exist in the Shadow of the Abominations, the Gorgon and the Hag. Due Dec. **$40.00**

Ilien Domain Sourcebook The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. **$14.00**

Khourane Domain Sourcebook A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. Due Sep. **$16.00**

Legends of the Hero Kings More than 12 adventures that can be set in any region in Birthright. Due Sep. **$40.00**

Medoere Domain Sourcebook Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory. **$14.00**

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. **$22.00**

Roesone Domain Sourcebook One of the youngest states of Anuire. As the ruler, you'll find yourself surrounded by uncertain allies and dangerous enemies. Plots and intrigues move through your own courts, and shadowed powers are moving against you. Includes maps. **$14.00**

Stjordvik Domain Sourcebook A warriors' realm,

plagued by legions of savage humanoids. Due Dec. **$16.00**

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their realm and savage gnoll bandits. **$20.00**

Sword of Roele In this adventure, hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. **$26.00**

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor did not die of natural causes. **$14.00**

The Book of Magecraft All you need to know about playing a wizardin Cerilia. Rules for wizards using magic, true magic, and realms magic, new spells, etc. **$40.00**

The Falcon & The Wolf Novel. When his family is killed in a treacherous attack, Gaelin becomes the heir to his father's lands. Armed only with his sword and his wits, he struggles to master the power of his ancient bloodline and free his homeland from the oppressor's armies. Due Dec. **$12.00**

The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. **$12.00**

The Rjurik Highlands New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. **$40.00**

The Spider's Test Novel of the story of Richard Endler's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. Sept. **$12.00**

Tuarievel Domain Sourcebook The elven kingdom of Birthright. Cerilia's elves are a vicious breed. Dec. **$16.00**

Tuornen Domain Sourcebook Take the throne of Tuornen, rules its proud people, and reap the rewards of its rich lands. But beware, for Tuornen faces threats from many quarters. The scheming Duke of Alamie wants to retain control over your realm, as he used to rule it. **$14.00**

War Sequel to The Iron Throne. Michael Roele died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. **$44.00**

Warlock of the Stonecrowns An adventure for 4 - 6 characters of levels 4-10. High in the Stonecrown Mountains, a new source of dark magic stirs, wakes, and spreads to shroud the land in shadows. The Warlock of the Stonecrowns is on the move! **$14.00**

Dark Sun

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basical psionic rules & powers. **$60.00**

Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon king is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. **$14.00**

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. **$50.00**

Dark Sun Monstrous Compendium Vol 2 A book of vicious new Athasian monsters and humanoid races, including mind-blowing undead creatures. 128 pages with color illustrations. **$35.00**

Defilers and Preservers: Wizards of Athas Provides new proficiences, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. **$32.00**

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. **$40.00**

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. **$45.00**

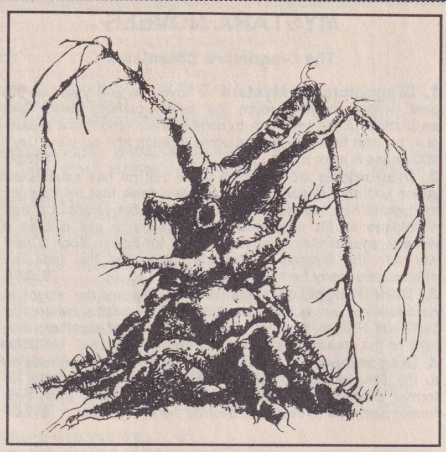
DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cuning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. **$22.00**

DSR3 Veiled Alliance The extensive secret societies of goodly magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. **$22.00**

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shreiking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! **$22.00**

Psionic Artifacts of Athas An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomagical items of immense power. Due Oct. **$40.00**

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak.Includes an adventure. **$40.00**



Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. **$30.00**

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - & rumors abound that this will signal the day of revolution! **$25.00**

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. Levels 3-5. **$35.00**

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. **$30.00**

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8, **$30.00**

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. **$25.00**

DSE1 Dragon's Crown A 5-book, 2-map ``super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11 +. **$55.00**

DSE2 Black Spine Levels 7 - 10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Canyou stop her endless hordes? 6 books, maps. **$50.00**

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. **$25.00**

DSQ3 Asticlian Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. **$25.00**

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avangion at the heart of the mystery working to save Athas, or destroy it? **$30.00**

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. **$30.00**

DARK SUN NOVELS

Prism Pentad

1: Verdant Passage Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr toa desolate place of dust, blood, and fear. His thousand year reign is about to end. **$10.00**

2: Crimson Legion Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urik's might. **$10.00**

3: Amber Enchantress Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. **$10.00**

4: Obsidian Oracle Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. **$10.00**

5: Cerulean Storm Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world- or claim it? **$10.00**

Tribe of One Trilogy

1: The Outcast Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings. **$10.00**

2. The Seeker Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerers daughter he stole from a caravan. **$10.00**

3. The Nomad Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one. **$10.00**

Chronicles of Athas

1. The Brazen Gambit A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. **$10.00**

2. The Darkness Before Dawn Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. **$10.00**

3. The Broken Blade The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage. **$10.00**

4. Cinnabar Shadows Maribe, one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite. **$10.00**

5. The Rise and Fall of a Dragon King The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn th secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. **$12.00**

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **$65.00**

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. **$50.00**

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details strets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! **$60.00**

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. **$60.00**

Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! **$50.00**

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. **$50.00**

Ruins of Myth Drannor Another four-map super-dungeon - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. **$50.00**

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targetted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. **$50.00**

The North The North - one of the last great frontiers of Faerun to conquer. This boxed expansion opens to exploration the wilderness beyond Waterdeep, describing the lands and their inhabitants in great detail. Areas previously described in sketchy detail are now fully fleshed out and new maps are provided. **$50.00**

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! ``64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! **$20.00**

Elminsters Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. **$50.00**

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **$20.00**

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. **$20.00**

Faiths & Avatars Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. **$40.00**

FR15 Gold & Glory A compendium of the mercenary

companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. **$25.00**

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **$30.00**

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. **$30.00**

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. **$30.00**

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **$30.00**

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. **$30.00**

Heroes' Lorebook The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Elminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns. Due August. **$40.00**

Pages from the Mages Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from Dragon mags, and also new material. **$30.00**

The Moonsea Detailed information on Mooqea, from Zhentil Keep to the Bell in the Depths. 64 page book of DM adventure ideas, and a 32 page book of player info, + a map. **$26.00**

Vilhon Reach Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. **$32.00**

Volo's Guide to All Things Magical The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. Viewed as the ultimate subversive text, guaranteed to convey power and peril to the reader! Due Oct. **$40.00**

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **$25.00**

Volo's Guide to the Dalelands Here lie ShadowDale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentarim. **$30.00**

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silverymoon, the Icewind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. **$20.00**

Volos's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chlandath to Irieabor, and The Darkhold, a Zhentarim base. **$20.00**

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. **$40.00**

Wizards & Rogues of the Realms Similar to the PHBR books, this book details two character classes, Realms wizards as opposed to normal wizards, and thieves of the Realms. 128 pages. **$30.00**

FORGOTTEN REALMS ADVENTURE MODULES

FMQ1 City of Gold Like flies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! **$22.00**

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stalion, devious assassins, and fierce nomadic horsemen. Sounds fun! **$18.00**

Marco Volo: Departure All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm. **$14.00**

Marco Volo: Journey All player levels, the imposter Volo continues on his romp through the Forgotten Realms. **$14.00**

Marco Volo: Arrival The imposter has upset someone, so now he's on the run - but who is chasing him? **$14.00**

Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. **$26.00**

The Sword of the Dales PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gothyl, a lich wizardess who has found the legendary Sword of the Dales. **$14.00**

The Return of Randal Morn The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentarim mage who kidnapped Randal Morn. **$14.00**

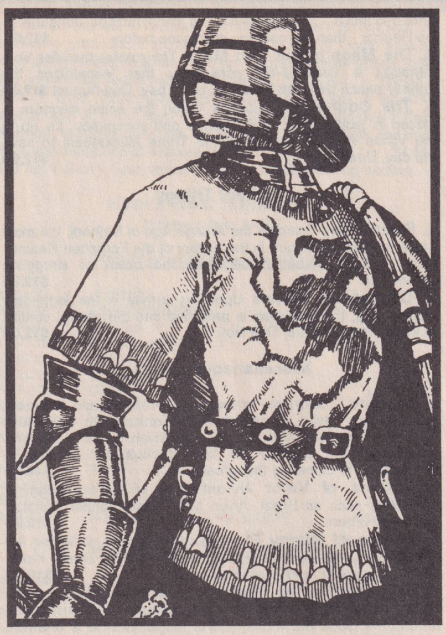
Undermountain Trilogy I: The Lost Level Return to the infamous Undermountain. Presents the ultimate dungeon crawl for the ultimate warrior, levels 7 - 9. **$16.00**

Undermountain Trilogy II: Maddgoth's Castle Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicableas the castle itself.Levels 8-10. Due Sep. **$16.00**

Undermountain Trilogy III: Stardock This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. Due Jan'97. **$16.00**

FORGOTTEN REALMS ARCANE AGE

Forgotten Realms Arcane Age: Netheril: Empire of Magic This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. Nov. **$60.00**



How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. Due Dec. **$26.00**

FORGOTTEN REALMS NOVELS

The Moonshae Trilogy

1: Darkwalker on Moonshae A relentless army of giant firbolgs, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick. **$10.00**

2: Black Wizards A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. **$10.00**

3: Darkwell Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. **$10.00**

Finder's Stone Trilogy

1: Azure Bonds Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. **$10.00**

2: The Wyvern's Spur The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfing bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power... **$10.00**

3: Song of the Saurials The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Grypht arrives, the new trial dissolves in a string of disappearences and murder. **$10.00**

Icewind Dale Trilogy

1: The Crystal Shard Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? **$10.00**

2: Streams of Silver Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. **$10.00**

3: The Halfling's Gem Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. **$10.00**

Avatar Quadrilogy

1: Shadowdale The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. **$10.00**

2: Tantras Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. **$10.00**

3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn. **$10.00**

4: Prince of Lies For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. **$10.00**

The Shadow of the Avatar Trilogy

1. Shadows of Doom Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. **$10.00**

2. Cloak of Shadows The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them. **$10.00**

3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them? **$10.00**

The Dark Elf Trilogy

1: Homeland Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? **$10.00**

2 : Exile The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. **$10.00**

3: Sojourn Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. **$10.00**

The Drizzt Dark Elf Quadrilogy

1: The Legacy Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. **$12.00**

2: Starless Night softcover The Underdark. A place of brooding darkness, where no shadows exist, and wher Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. **$10.00**

3. Siege of Darkness In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **Hardback - $38.00** **Softback - $12.00**

4. Passage to Dawn The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icewind Dale. Due August. **Hardcover - $48.00**

Daughter of the Drow Trilogy

1. Daughter of the Drow Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest. Due Sept. **Hardcover - $34.00** **Softcover - $12.00**

2. Tangled Webs The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that will ultimately pit them in a deadly conflict against each other. **$40.00**

Maztica Trilogy

1: Ironhelm A slave girl learns of a great destiny laid upon her by the gods themselves. A legion of skilled mercenaries crosses the sea to invade her lands, which under the banner of their vigilant god, they claim as their own. As Erix sees her land invaded, she learns of her destiny. **$10.00**

2: Viperhand Erix and Halloran strive to escape the waves of catastrophe sweeping Maztica. Each is forced to make a choice of historical proportion, as the destruction of Maztica looms on the horizon. **$10.00**

3: Feathered Dragon **$10.00**

Empires Trilogy - $10.00 each

1: Horselords 2: Dragonwall 3: Crusade

Harpers Series INDEPENDENT TITLES

1: The Parched Sea The Zhentarim have sent an army to enslave the nomads of the Great Desert. As tribe after tribe fall, only Ruha, an outcast witch, see the danger. She teams up with a Harper, & together they resist the invaders. **$10.00**

2: Elfshadow Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. **$10.00**

3: Red Magic A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. **$10.00**

4: The Night Parade Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear. **$10.00**

5: The Ring of Winter Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. **$10.00**

6: Crypt of the Shadow King Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. **$10.00**

7: Soldiers of Ice Journeying north Martine finds herself trapped in a snowbound valley of Samek, kept company by gnomes and an ex-paladin Vilheim. There she finds love and war as the gnomes defend their valley against an advancing horde of savage gnolls. **$10.00**

8. Elfsong Throughout Faerun, ancient ballards are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. **$10.00**

9. Crown of Fire Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. **$10.00**

10. Masquerades Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. **$10.00**

11. Curse of the Shadowmage The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **$10.00**

12. The Veiled Dragon Features the return of Ruha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **$12.00**

13. Silver Shadows Arilyn Moonblade, the half-elf heroine of the best selling *Elfshadow*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **$12.00**

14. Stormlight Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. Due Oct. **$12.00**

The Druidhome Trilogy

1 : Prophet of Moonshae Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. **$10.00**

2 : The Coral Kingdom King Kendrick is held prisoner in the undersea city of the sahuagin. His daughter must secure help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae.**$10.00**

3: The Druid Queen Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk. **$10.00**

The Cleric Quintet

1: Canticle High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics, and others. But an evil, all consuming essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers and himself. **$10.00**

2 : In Sylvan Shadows Cadderly and his friends must save the inhabitants of the beautiful elven forest, Shilmistra, where a new opponent leads an army of vile monsters. **$10.00**

3: Night Masks When Cadderly runs to the city of Carradoon for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. **$10.00**

4: Fallen Fortress Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. **$10.00**

5. The Chaos Curse Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. **$10.00**

Heroes of Phlan 3

1: Pool of Radiance A possessed dragon commands the undead armies of Valhingen Graveyard and the beasts from the ruins near Phlan. Desperate, a spellcaster, a ranger thief, and a cleric join forces to deliver Phlan and Moonsea from the evil incarnate Tyranthraxus. **$10.00**

2: Pools of Darkness The entire city of Phlan has vanished, ripped from the surface of Toril by dire creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defense. **$10.00**

3: Pool of Twilight The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Base was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin. **$10.00**

Twilight Giants Trilogy

1. The Ogre's Pact An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret. **$10.00**

2. The Giant Among Us As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceipt spreads. **$10.00**

3. The Titan of Twilight The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firbolg scout Tavis Burdun, the runemaster giant-kin Basil, & the orphan thief Avner, does Briana have any hope. **$10.00**

The Nobles Series

1. King Pinch Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. **$10.00**

2. War in Tethyr Introduces the adventures of many unforgettable characters during a war in Tethyr. **$10.00**

3. Escape From Undermountain In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. **$12.00**

4. The Mage in the Iron Mask The master traveller Volo unmasks a decades-old conspiracy that jeapardizes the uneasy peace between Moonsea and Thay. Due August.**$12.00**

5. The Council of Blades When the entire kingdom is placed in jeopardy by court intrigue and conspiracy, it's up to the Vilhon Reach's answer to the Three Muskateers to save the day. Due Dec. **$12.00**

Netheril Trilogy

1. Sword Play Discover the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. **$12.00**

2. Dangerous Games Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. Due Nov. **$12.00**

Miscellaneous Books

1: Spellfire Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **$10.00**

2: Realms of Valor An anthology of stories, including characters such as Drizzt, Arilyn Moonblade, Jander Sunstar, and many others. **$10.00**

3. Realms of Infamy An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam. **$10.00**

4. Once Around the Realms Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond. **$10.00**

5. Elminster, The Making of a Mage Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. **$12.00**

6. Realms of Magic Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. **$10.00**

7. Murder in Cormyr Hardcover When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. **$38.00**

8. Realms of the Underdark Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **$12.00**

9. Cormyr: A Novel - Hardcover On the eve of catatrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. **$48.00**

10. Murder in Halruaa - Hardcover Darlington Blade thinks he has hitched into an easy con when he passes himself off as a wizard, only to find he's now the target of an assassin. Due Oct. **$38.00**

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, dieties, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). **$35.00**

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. **$20.00**

DLR3 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. **$20.00**

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book. 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **$26.00**

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **$38.00**

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. Due Sep. **$50.00**

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Also included is the first part of an epic adventure that sets in motion the Dragons of the New Age saga. Due Nov. **$35.00**

The Last Tower: The Legacy of Raistlin Explores the mysteries of Wayreth Tower, where Raistlin faced the mystical ordeal of the Soul Forge. Includes two game books with an adventure scenario, an expose on Raistlin, detailed look at the tower, etc. Due Jan'97. **$40.00**

DRAGONLANCE THE FIFTH AGE NOVELS

1. The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. Due Sept. **$12.00**

DRAGONLANCE ADVENTURE MODULES

DLC3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. **$30.00**

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! **$18.00**

DLA3 Dragon's Rest Involves the Ethereal Plane and Cinder Gems, whom the God Sargonas tricks the PCs into searching for. **$18.00**

DLS3 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. **$13.00**

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitiude may ensnare them! **$20.00**

DRAGONLANCE NOVELS

Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. **$10.00**

2: Dragons of Winter Night The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. **$10.00**

3: Dragons of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. **$10.00**

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. **$10.00**

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. **$10.00**

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. **$10.00**

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. **$10.00**

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. **$10.00**

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumors about the past that have bearing on the future of Krynn. **$10.00**

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. **$10.00**

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. **$10.00**

3 : The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. **$10.00**

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? **$10.00**

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. **$10.00**

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. **$10.00**

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumors of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. **$10.00**

2. The Gates of Thorbardin Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he wil also open the realm to new horror.**$10.00**

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he foresakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. **$10.00**

4. Land of the Minotaurs Kaz returns to the fierce society of the horned warriors, where he puts his life on the line when he challenges the emperor and a dark conspiracy. **$10.00**

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, thetwo separate over ethics. **$10.00**

2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! **$10.00**

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mysteryof a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. **$10.00**

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. **$10.00**

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... **$10.00**

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. **$10.00**

DL Saga Villains

1: Before the Mask Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. **$10.00**

2: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. **$10.00**

3: Emperor of Ansalon Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. **$10.00**

4. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Kyrnn, leads an Inquisition to kill all who follow magic. **$10.00**

5. Lord Toede Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. **$10.00**

6. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. **$10.00**

Elven Nations Trilogy

1: Firstborn Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned. **$10.00**

2: The kinslayer Wars Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. **$10.00**

3: The Qualinesti The founding of the Qualinost and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor. **$10.00**

Dwarven Nations Trilogy

1: Covenant of the Forge As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. **$10.00**

2: Hammer & Axe Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. **$10.00**

3: The Swordsheath Scroll Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. **$10.00**

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. **$10.00**

2: Wanderlust When Tas accidentally pockets a magic bracele, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. **$10.00**

3 : Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. **$10.00**

4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. **$10.00**

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. **$10.00**

6: The Companions Together in Solace, the seven companions learn about friendship an dalughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. **$10.00**

Defenders of Magic Trilogy

1. Night of the Eye The three moons of Kyrnn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. **$10.00**

2. The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... **$10.00**

3. The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. **$10.00**

Miscellaneous

1. Dragons of Krynn An anthology of dragon tails - oops - tales. **$10.00**

2. The Dragons at War Companion to *Dragons of Krynn*, features a new collection of stories. **$10.00**

3. The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **$12.00**

4. Murder in Tarsis Hardcover The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. **$38.00**

5. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. Due Nov. **$14.00**

6. The Doom Brigade Hardcover - $48.00 (Due Nov) During the Chaos War, two isolated bands of disparate enemies - dwarves and draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties. Due Nov. **$48.00**

DL Saga Lost Histories

1. The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. **$10.00**

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. **$10.00**

3. The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. **$10.00**

4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. **$10**

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. **$10.00**

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. Oct. **$10.00**

DragonLance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. **$10.00**

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom. **$10.00**

3. Knights of the Sword The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. **$10.00**

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. **$10.00**

5. Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. **$10.00**

6. Lord Soth The tale of the infamous death knight Soth, once a mighty warrio, whose jealous passions and neglect of duty seal his doom of darkness and evil. Due Dec. **$10.00**

LANKHMAR

Lankhmar: The New Adventures of Fafhrd & The Gray Mouser Fast action, intrigue-filled adventures in true Fritz Leiber style. Includes a quick synopsis of the AD&D core rules so players can play straight away. Come explore Nehwon, home to the famous Fafhrd and Gray Mouser. Boxed set including rulebook, DM guide, poster map, & a book of short adventures. **$50.00**

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhma alleys. For levels 3 to 10. **$20.00**

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. **$20.00**

Avengers of Lankhmar Sequel to Slayers of Lankhmar. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? **$20.00**

Cutthroats of Lankhmar An indepth look at a portion of the city of thieves, with emphasis on the Cash, Mercantile, Festival and River districts, with poster size map, adventure hooks, quest outlines. **$20.00**

Rogues in Lankhmar Featuring the Thieves Guild, it includes a map and 64 pages incl. adventure hooks. **$20.00**

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed A complete revision of this campaign world of Gothic horror. Combines elements from Realms of Terror and Forbidden Lore. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. **$60.00**

A Guide to Transylvania The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the extra-ordinary hunting ground of vampires, golems and werewolves. Due Sep. **$26.00**

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. Due Dec. **$32.00**

Forged of Darkness Discover many unique magical artifacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artifact in this collection and the curse associated with it is revealed. **$26.00**

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. **$22.00**

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. **$50.00**

The Gothic Earth Gazetteer A complete sourcebook for Masque of the Red Death, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. **$20.00**

Monstrous Compendium: Ravenloft Appendices I & II The original two Ravenloft Monstrous Compendiums put together to form one book. **$40.00**

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasties to spring on unsuspecting PCs. **$36.00**

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describ-ing in detail their history, domain or demesne, special abillities, and spectacular powers. **$22.00**

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. **$22.00**

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. **$22.00**

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. **$22.00**

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! **$25.00**

RR7 Van Richten's Guide to Werebeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. **$22.00**

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **$26.00**

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. **$26.00**

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them. **$25.00**

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. **$25.00**

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating th, minions of Nightmare's mistress can they hope to escape. **$40.00**

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. **$20.00**

RM1 Roots of Evil The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. **$25.00**

RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. Levels 5-8. **$16.00**

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. **$22.00**

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say ``Werewolves are hot", thanks TSR! **$22.00**

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an ðlithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **$20.00**

RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. **$20.00**

RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! **$22.00**

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. **$30.00**

Bleak House Welcome to Bleak House, the ultimate haunted house, where Dr Rudolph van Richten meets his demise. Be there when the vengeful ghosts of those who Ravenloft's foremost foe of evil has failed to save give him the homecoming of his life. Boxed. **$50.00**

Chilling Tales A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. **$20.00**

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to sieze a domain for itself. The PCs must try to defeat this ultrapowerful monster before it becomes a Dark Lord. **$20.00**

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. **$26.00**

Death Ascendant Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps The artifacts of Darkness and prepares to proclaim himself Emperor of Terrors. **$26.00**

Hour of the Knife Jack's back (ie the Ripper), except he's really a doppleganger who can copy anyone. **$20.00**

Howls in the Night Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. **$14.00**

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **$20.00**

Requiem: The Grim Harvest Sequel to *Death Ascendant*. The Grim Harvest culminates with an exploration of Necropolis, the new land of the Dead. This boxed set alsohas kits and proficiences to play undead characters and new information on how death alters magic. Oct. **$60.00**

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **$20.00**

The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. **$20.00**

When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. **$20.00**

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **$10.00**

2: Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **$10.00**

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. **$10.00**

4: Heart of Midnight Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **$10.00**

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. **$10.00**

6: Carnival of Fear $10.00 7. The Enemy Within - $10.00
8. Mordenheim - $10.00 9. Tales of Ravenloft Anthology $10

10. Baroness of Blood A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **$10.00**

11. Death of a Darklord A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyranical evil leaders who rule Kartakkas. But who is their real target? **$10.00**

12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **$10.00**

13. King of the Dead The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **$10**

14. To Sleep with Evil Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. Due Sept. **$10.00**

Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beaty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. Hardcover - **$30.00** Softcover - **$12.00**

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. **By FASA.**

EARTHDAWN RPG A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling theives, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Hardcover $55.00 Softcover $40.00**

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. A warrior, for example, sees life as a battlefield, and wields sword and shield with magical brilliance. **$35.00**

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **$50.00**

Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. **$30.00**

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures are presented. **$35.00**

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new tallents, and special rules for playing each race. **$35.00**

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obsidimen, orks, and trolls (such as Fluffy Turnbulls, Bob Floppers - just kidding) & how they fit into society. **$35.00**

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. **$35.00**

Earthdawn GM Pack GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. **$25.00**

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **$35.00**

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **$20.00**

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among hte people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. **$20.00**

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and telling many tales of exploration. **$20.00**

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. **$35.00**

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **$50.00**

Parlainth Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. **$20.00**

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **$20.00**

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. **$50.00**

Sky Point Adventures From a search for stolen jewels belonging to a Theran Noble houes, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. Due ??? **$20.00**

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **$20.00**

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. **$16.50**

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. **$35.00**

Throal: The Dwarf Kingdom Describes the people and customs of Throal, the kingdom's underground cities and the surrounding environs of the Throal Moutains. Due Sep. **$40.00**

Throal Adventures Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors. Due Oct. **$24.00**

EARTHDAWN NOVELS

6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of seveарl nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. **$10.00**

7. Lost Kaer Kaer Moar's depressed inhabitants believe the Scourge still rages outiside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. Due August. **$10.00**

Elric!

DARK FANTASY The brutal world of the Young

Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

Elric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **$40.00**

Atlas of the Young Kingdoms Vol 1 The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. With extensive maps & background. **$38.00**

Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Cthulhu. **$25.00**

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. **$30.00**

Melniboné The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. **$40.00**

Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. **$30.00**

Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. Aug. **$26.00**

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. **$26.00**

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? **$22.00**

The Unknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melnibone has found them again. **$34.00**

Feng Shui Shadowfist RPG

SCI-FI/FANTASY Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. **By Daedalus Entertainment.**

FENG SHUI SHADOWFIST RPG The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war. Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kungfu skills, spells and chi, and modern day weapons. This RPG is based on the ShadowFist trading card game, and consists of 286 full color profusely illustrated pages full of background. **$50.00**

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **$40.00**

GURPS Autodeul 2nd Ed Roleplay in the thrilling world of Car Wars. Updates previous edition by having ten years more future history & new info. Car Wars meets GURPS! **$30.00**

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **$32.00**

GURPS CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **$35.00**

CURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. **$40.00**

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **$35.00**

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. **$40.00**

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. **$32.00**

GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, malfunctions, and special weapon and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. **$35.00**

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, ethier, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **$35.00**

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **$35.00**

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. **$40.00**

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. **$35.00**

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **$35.00**

GURPS Time Travel Rules for flitting around time, past, present, future. **$35.00**

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. **$35.00**

GURPS Vehicles 2nd Ed To win the race you don't necessarily have to have the fastest car, but it sure helps. Streamlined rules for building any kind of vehicles, including spaceships. **$35.00**

GURPS Werewolf Allows you to play Werewolf with GURPs rules. **$40.00**

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gard card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. **$50.00**

Duelist's Handbook The ritualised and violent world of Gear dueling. Rules for small-scale combat, details on the citys-state of Khayr ad-Din. Three new heavy gears, five new weapons, 4 new perks. Due Sep. **$37.50**

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. Due Oct. **$45.00**

Heavy Gear: Desert Maps (4) Two each of two 15" x 19" color maps of desert, with 1" hexes. **$20.00**

Heavy Gear Field Guide: Northern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. **$27.00**

Heavy Gear Field Guide: Northern Vehicles # 2 48 pages of 18 new vehicles and mecha etc used by the Northern Hemisphere forces, including a new stealth fighter, two new striders, 8 new mecha, new tanks, etc. **$27.00**

Heavy Gear Southern Republic Army List At look at the power behind the might of the Souther Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. Due Nov. **$37.50**

Heavy Gear Field Guide: Southern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. **$27.00**

Heavy Gear Field Guide: Southern Vehicles # 2 Eighteen new vehicles and over 30 stunning full color counters, including new weapons such as the Panzerfausts, a stealth fighter, new striders, new mecha, new AFVs. **$27.00**

Heavy Gear Gamemaster Starter Kit A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables; a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets; 4 16x21" color maps (2 of desert, 2 of woodlands); nearly 100 stunning counters including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. **$40.00**

Heavy Gear GM Screen & Counters Same screen and counters as above, but without the booklet & maps. **$22.50**

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. **$30.00**

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **$4.00**

Tactical Air Support Covers everthing not included in the primary rulebook, from air war tactical rules (movement, special maneuvers, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **$37.50**

Technical Manual Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. **$40.00**

Terra Nova Sourcebook Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonized by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. **$40.00**

Woodland Maps (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. **$20.00**

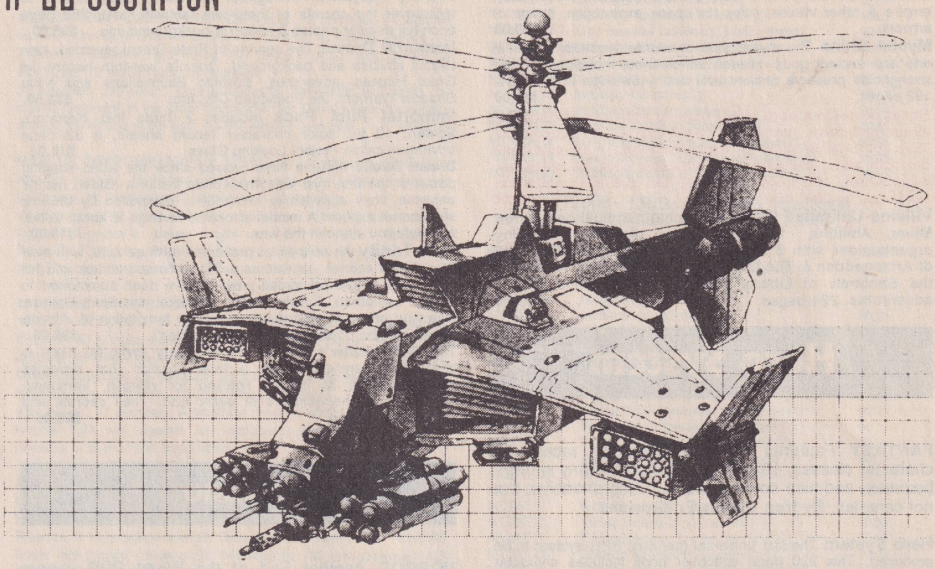
Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! **$40.00**

Aliens Unlimited 192 pages + sourcebook packed with

A-22 SCORPION



aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. **$40.00**

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **$40.00**

Scraypers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. Nov. **$40.00**

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **$40.00**

Hero System

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. Comprehensive, but not complex. **By Iron Crown Enterprises.**

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. **$35.00**

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. **$35.00**

Hero System Almanac II SAT Destroyed, Heroic Revitalised, Locked room mysteries, the most powerful Hero System weapon ever published, New vehicles, equipment & characters, new rules, etc! **$27.00**

The Ultimate Martial Artist 254 pages in a comprehensive martial arts sourcebook that compares and contrasts martial styles from around the world. Features over 120 martial art styles and variants, 130 different martial art weapons, new combat rules and maneuvres, ninja secrets, etc. **$37.50**

The Ultimate Mentalist 160 pages, a complete resource guide to mental powers in the Hero System and beyond. Detailed descriptions of mental powers and their uses, along with related skills, combat maneuvers, and modifiers. Hundreds of new ideas. **$27.00**

Hidden Invasion

HIDDEN INVASION RPG A RPG based on actual reports such as Project Bluebook, X-Files, etc. The activities of the aliens are hidden, carried out with private, unknown agendas. Info is included on the alien races active on Earth, their technology, underground bases, their human co-conspirators, groups they influence and control from a distance, etc. Uses an innovative cinematic adventure system created for ease of play and versatility. 150 + pages. **$35.00**

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. **By White Wolf (Black DogGame Factory)**

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **$30.00**

Buttery wHOLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. **$20.00**

Immortal

FANTASY A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. **By Precedence Printing.**

IMMORTAL The Invisible War RPG You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. **$35.00**

Immortal Dracul The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adveraries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. **$33.50**

Immortal Pilot Pack Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. **$18.00**

Dream Stroke Millenia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. **$18.00**

Lost Trinity An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukshasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? **$39.00**

The Shapeshifter's Manual Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. Their secrets and yours are revealed. **$28.00**

Inferno

HORROR Another End of the World RPG, where players work for heaven and fight against the forces of hell, or visa versa. **By Death's Edge Games.**

INFERNO RPG Challenge evil in its truest form as you brave the unspeakable horrors of Inferno. Dare to explore the nightmarish realm of Fallen Angels. You can be a priest looking for innocent souls abducted by evil; struggle as one of the damned to redeem your soul; or play as a demon as you try to claw and murder your way to the top. Magic items, spells, brutal and comprehensive combat rules. **$23.00**

Gods of Hell Imprisoned from the dawn of time, they sit watching and waiting. Hungarily they eye a world that could have been theirs. You can now challenge the netherworld in ways never before dared. Has 13 new races, new weapons, demon culture, powers of the fallen, etc. **$27.00**

Out of the Abyss A demon castle stands empty, its final battle unfinished, its master lost. The secrets of the castle beckon adventurers to solve them. Learn the machinations of Satan as you struggle to solve this adventure. **$16.00**

Kult

HORROR A horror RPG set in today's world where demons and angels are real and God has departed to leave man to his own devices. **By Metropolis.**

KULT RPG This is a contemporary horror role playing game, and is not recommended for players until 16 years of age. The game takes places in the reality of today, but reality is not what we think. The world is dark and dangerous and nothing is as it seems. The true world, invisible to humans, is ruled by spiritual creatures who dominate behind the false facades, our prison wardens and torturers. With rules for creating PCs including abilities, dark secrets, advantages, disadvantages; rules for encountering terror; advanced and realistic combat rules; comprehensive, logical magic system; a consistent background to help you recreate different horror atmospheres. The illusion and dark reality are described in detail, together with the creatures and cults who lurk behind the veil. **$50.00**

Taroticum A series of adventures and encounters which carry the characters from London to Inferno and to the Void at the center of all things. **$25.00**

Legions of Darkness Information about twenty cults and organizations, maps of their headquarters and meeting places, and descriptions of more than a hundred people, gods and monstrous creatures who inhabit the world of Kult. **$25.00**

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherant sentence. **$20.00**

More Excuses to Kill Things An adventure book including pre-designed scenarios, such as a send up of Terminator # 1, with the Terminator looking like Indiana Jones; a solitaire adventure where you die every two seconds; more monsters, including alienses, more gimmicks, basically...simply more excuses to kill things. **$20.00**

Mage

DARK FANTASY Third in White Wolf's imensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. **$50.00**

Ascension's Right Hand Explores the often neglected world of mage's mortal partners: the custos. They are the acolytes, familiars, servants and sidekicks who follow mages on their mystic pursuits. And they are much more than simple allies - often saving the mages from destruction. **$27.00**

Book of Shadows The Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. **$32.00**

Celestial Chorus Tradition Book. The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers or Ascension. **$18.00**

Cult of Ecstacy Tradition Book. The wild Cultists smash aside the barriers of law, culture and time itself searching for more ecstacy, and they reach inner truths or obliteration in response to their efforts. **$18.00**

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. **$27.00**

Digital Web Covers the vast expanse of the Virtual Reality Net, including magick ratings, formatting, combat, whiteout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. **$30.00**

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, system crashes, the Spy's Demise, and two ready to run tales set in the net. **$24.00**

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. **$20.00**

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. **$27.00**

Loom of Fate Characters find themselves woven into a pattern of tragedy and usuery where free will threatens the Tapestry. **$20.00**

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. **$20.00**

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. **$18.00**

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rotes, and Talismans of Do, 6 character templates, for players or Storytellers. **$20.00**

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. **$30.00**

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. **$30.00**

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. **$27.00**

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and biazarre technology. By funneling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. **$20.00**

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. **$20.00**

Verbena Tradition Book Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. **$20.00**

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rotes, etc. **$20.00**

MAGE NOVELS

1. Truth Until Paradox Dire portents loom in the City by the Bay. The recent earthquake may not have been an entirely natural phenomenon. Mages gather to investigate the situation. **$9.00**

2. Tower of Babel Max Zorn is an Inquisitor for the Theocracy - and he was accidently created by an author, Ron

Church, who has magickal abilities. When the two meet, both of their worlds are shattered. $11.00

3. Through A Glass Darkly Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due June. $11.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $30.00

1st Somerset Strikers The TV animated series has been a smash hit in the USA, and is due in Australia later this year. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $35.00

Chaos March In the Innersphere of 3058, no place is moe exciting or dangerous than the Chaos March. Every Great House and countless independent factions have stakes in this troubled region of space. Can be used with both Mechwarrior and BattleTech. $24.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new `Mechs and ComStar character archetypes. $30.00

Hot Spots Rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. $25.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. $30.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique `Mechs $30.00

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeapardize a spying mission vital to the Inter Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $20.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. $30.00

Mechwarrior XL T-Shirts
Elemental $35.00
Black Thorns $35.00
Madcat $35.00
Vulture $35.00

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, & have to fight for their freedom, and to prove their innocence. $18.00

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. $20.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique `Mechs of one of the premier Clans. (Oi! The premier Clan, thankyou!) $30.00

MECHWARRIOR NOVELS

Jade Phoenix Trilogy:

1: Way of The Clans Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior. $10.00

2: Blood Name Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process... $10.00

3: Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes? $10.00

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. $10.00

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? $10.00

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. $10.00

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? $10.00

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. $10.00

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. Due Aug. $10.00

4. Wolf Pack A superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever... $10.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? $10.00

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. $10.00

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $10.00

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. $10.00

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $10.00

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $10.00

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $10.00

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. $10.00

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $10.00

14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. $10.00

15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $10.00

16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandonned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. $10.00

17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $10.00

18. Malicious Intent Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $10.00

19. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $10.00

20. Operation Excalibre The Gray Death Legion are expelled from Glengarry and all seems lost, but Carlyle devises a dangerous scheme that might re-instate them. This requires the help of House Steiner, lots of guts and lots of firepower. If they fail, the Legion will fall. $10.00

21. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros have other plans. Due Oct. $10.00

Mekton Z

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. **By R.Talsorian Games.**

MEKTON Z RPG The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. $35.00

Jovian Chronciles By Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities. $27.00

Europa Incident A sourcebook for Jovian Chronicles, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. $22.50

Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, restro-tech mecha. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has 24 different designs, each fully illustrated as well as having the record sheet for that mecha. $16.00

Mekton Mecha Manual Vol 2 Has all 47 mecha and variants, 14 major characters and 14 starships that are featured in *Mekton Wars Vol I: Invasion Terra*. Includes history and background on all of these mecha, characters, etc. $24.00

Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bioweapons, teleportation, etc, etc! $35.00

Mekton Wars Vol 1: Invasion Terra Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. $24.00

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. $20.00

Operation Rimfire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. $27.00

The Starblade Saga: Mekton Worldbook 1 The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minmei!) Due Oct. $35.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. $65.00

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. Softcover $35.00

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $30.00

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. $33.00

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. **$16.00**

MERP II Poster Maps Contains 2 full color maps, ICE's original 24"x36" map of the entire continent of Endor; and a 22"x34" map of northwestern Middle Earth. Maps are rolled. **$30.00**

Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, citys, woods, etc. **$27.00**

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. **$45.00**

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hilltrolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. **$32.50**

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. **$40.00**

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. **$35.00**

Lake-Town This book presents this famouns town with all its vivid bustle, craft assocations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. **$40.00**

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. **$37.50**

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown periously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. **$45.00**

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandonned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. **$37.50**

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. **$45.00**

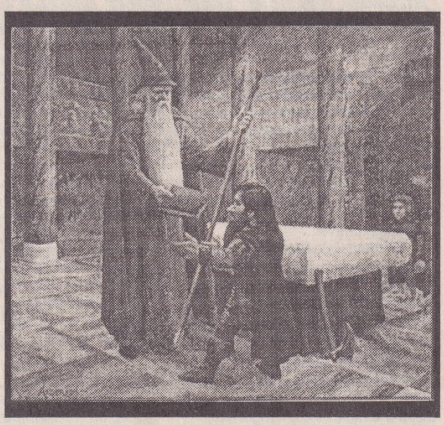
Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet,village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. **$45.00**

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. **$40.00**

The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Due Oct. **$50.00**

Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. **$35.00**

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. **$30.00**



Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. **$45.00**

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. **$40.00**

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. **$27.00**

Capitol: Pride & Profit The first and mighiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. **$27.00**

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. **$16.50**

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. **$27.00**

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. **$30.00**

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, 17 new backgrounds, new skills, etc. **$27.00**

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the Highlander concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232 + pages. **$44.00**

Chronicle of the Awakenings Several new resources for the player and GM. Sixteen new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, new Simulcra, 4 new metamorphosis, etc. **$34.00**

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. **$30.00**

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. Due Aug. **$30.00**

Nephilim Character Dossiers Character record sheets. **$18.00**

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. **$34.00**

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. **$40.00**

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

World Book Two: Nightlands Takes the players into the strange and wonderous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $27.00

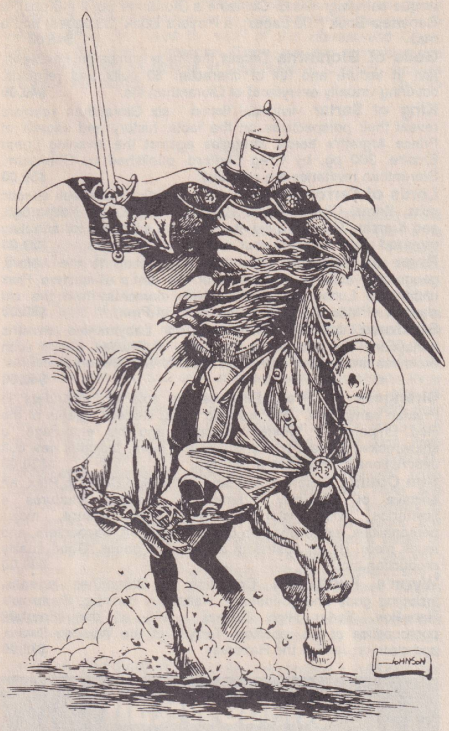
Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilization built on the bones of non-humans who reigned before them. A world of unparalled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **$40.00**

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. **$27.00**

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. **$27.00**



Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. **$17.00**
Further Adventures in the Northern Wilderness 4 adventures. 48 pages. **$15.00**
The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **$30.00**
The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **$35.00**
The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. **$35.00**
Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. **$30.00**

Paranoia

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! **By West End Games.**

Paranoia RPG 5th Ed A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, and backstab each other at every turn. Is that fun? Yes! Trust us. **$40.00**
Death, Lies and Vidtape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. **$16.50**
ParaNormal Actually two books in one. One half appears to be following an invasion of Paranoia by Vampires etc, and the other half is a flip book, including an animated flip drawing in the corners, and a mini-adventure, though what it's about I cannot tell! **$28.00**
R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. **$25.00**
Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. **$11.00**

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. **$55.00**
Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **$38.00**
Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adven-tures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **$40.00**
Land of the Giants Details ancient Scandanavia, with Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandanavian characters or visit the country. Includes an adventure featuring Beowulf, and a color map. Sep. **$40.00**
The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. **$35.00**
Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **$38.00**
Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **$40.00**
Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **$40.00**

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! **By Task Force Games.**

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **$40.00**
Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. **$16.00**
The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **$30.00**
Prime Adventures # 1 With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc, **$30.00**
Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. **$16.00**

Rapture

DARK HORROR A new RPG very similar in style and presentation to White Wolf's World of Darkness series, this one focused on the end of the world. **By Quintessential Mercy Studio**

RAPTURE THE SECOND COMING RPG A 226 book which roleplays the end of the world, detailing a time of theological terror. Set in modern times, the book presents the world as Satan attempts to destroy humanity, and the great struggle between demons and angels, and the multitudes of humans who fall into one of the two camps. It is a world where evil has grown impossibly strong, where greed, lust, and corruption are symptoms of humanity's descent into the coming darkness. Anarchy is the only solution. The book focuses on the breaking of the first few of the Seven Seals, and of the torments suffered by the world. The artwork and feel is very much like Wraith, with the various spiritual beings of heaven and hell described. **$50.00**
Rapture Oracle's Screen Three fold screen plus scenario. **$15.00**

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. **$45.00**
RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places,etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. **$21.00**
RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. **$24.00**
RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. **$24.00**
RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millenium Tree, monsters, an epic adventure, etc. **$19.00**
RIFTS Mercenaries A 160 page sourcebook on mercenaries for RIFTS. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. **$25.00**
RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlinited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **$35.00**
RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. **$32.00**
RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. 164 pages. **$25.00**
RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. 200 + pages. **$32.00**
RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. **$19.00**
RIFTS Manhunter Produced under licence by Myrmidon Press, this 200+ page book lives up the high quality of Rifts Artwork and background material. The Manhunters are murderous robots who now threaten the entire galaxy, they seek to enslave all humans because they see humankind as a terrible plague sweeping the cosmos. **$36.00**
World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **$24.00**
World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. **$30.00**
World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **$24.00**
World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **$24.00**
World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an adventure, etc. **$32.00**
World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. **$25.00**
World Book 7: Underseas Marines, Ocean Wizards, Sea

Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic; underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. **$32.00**

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc.216 pages. **$32.00**

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. **$32.00**

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pages. **$27.00**

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. **$34.00**

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **$30.00**

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **$20.00**

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. **$37.50**

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plungesthe characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... **$24.00**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **$30.00**

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. **$24.00**

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **$30.00**

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs **$40.00**

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **$20.00**

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **$20.00**

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. **$24.00**

Macross II Sourcebook One Details Earth's military, the UN Spacy, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pages. **$20.00**

Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentran Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning new artwork. **$20.00**

Macross II Spaceships & Deck Plans Vol Two 64 more pages of deck plans: floor plans for U.N. Spacy's Commandship, battleship & corvette, Zentran's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. **$20.00**

Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Spacy Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. **$20.00**

Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See SHADOW WORLD for campaign material. **By Iron Crown Enterprises.**

Arcane Companion Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. **$32.00**

Arms Law Part One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp, **$28.00**

Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... **$50.00**

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease,etc. **$35.00**

Rolemaster 3in1 Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. **$99.00**

Rolemaster Character Records For each profession from Rolemaster Standard Rules, you can use a customised skill development sheet that will efficiently organize all skills based on that profession. **$21.50**

Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from Creatures and Monsters as well as a listing of all creatures. **$20.00**

Rolemaster Players Guide A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully develped characters; attack tables for the player to use; spell lists, spell attack tables, etc; the General Static Maneuver Table, etc. **$18.00**

Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. **$55.00**

Rolemaster: The Basics Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. **$50.00**

Spell Law A highly acclaimed magic system that improves any game! Now revised, reformated, and reorganised, this is a migthy tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. **$35.00**

Talent Law Provides GMs and players with a new system of customizing characters through background options. GMs can also now create new races that are inherently balanced against all other races in the game. With special training, special & mystical abilities, physical & mental abilities, etc. **$32.50**

Treasure Companion Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewelry, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc. **$32.00**

Runequest

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! **By Avalon Hill.**

RUNEQUEST DELUXE BOOK RPG The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, withworld details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Mythos & history, magic & regilion, Cult of Ernalda, & a run down on the races of Glorantha. **$50.00**

Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen Ken Relston. **$40.00**

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. **$45.00**

Gods of Glorantha Details the huge campaign Pantheon, rich in texture and full of character. 60 cults and religions, covering virtually everyfacet of Gloranthan life. **$40.00**

King of Sartar Historical fiction - six Gloranthan scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg, by Greg Stafford, published by Chaosium. Glorantha mysteries are revealed! **$30.00**

Lords of Terror Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Krjalk, Pocharngo, and Krarsht. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. **$32.00**

River of Cradles A concise introduction to the history, geography, cultures and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Big Rubble, and Cults of Prax. **$30.00**

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. **$40.00**

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorceror and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Petersen & Stafford. **$30.00**

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalio cult, encounters, and much more. By an Australian author. 128 pages. Good quality production too! **$40.00**

Wyrm's Footprints Collection of Gloranthan legends, including gods and goddesses, walktapus cookery, Starbrow's Rebellion, Sartar High Council with all the important personalities of the rebellion, Temple of the Wooden Sword, and stats on Jar-Eel the Razoress.. **$32.00**

ShadowRun

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. **By FASA.**

SHADOWRUN 2nd Edition 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestairy, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. **$30.00**

A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. **$15.00**

Awakenings New magic in 2056. Offers new perspectives on magic in the Sixth World: rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. **$30.00**

Aztlan Eternal & mysterious, the nation of Aztlan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a look inside that secretive country & the sinister megacorporation that dominates it - Aztechnology. **$35.00**

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. **$15.00**

Bug City It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. **$35.00**

California Free State The California Free State has everything ShadowRunners could want. City sprawls and mega-corporations challenge the most jaded runner. Magical enclaves provide a change of pace for magic users. Also secret societies, organised crime, gang wars, water wars, and a dragon! **$35.00**

Celtic Doublecross Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. **$16.00**

Corporate Security Handbook This primer for corporate security personnel contains loads of effective strategies and good advice for protecting a corporation's favoured assets, be they people, places, or things. New gear, etc. **$35.00**

Corporate Shadowfiles Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating them. **$35.00**

Cybertechnology Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, its all here. **$30.00**

Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? **$18.00**

Denver Denver is a boxed campaign set. It contains a players guidebook full of public and shadow information about the city and its surroundings, and a gamemaster sourcebook that describes the locations, local folks, secrets, and surprises of the Treaty City as well as offering rules and suggestions for making Denver as dangerous as it gets. Includes a poster size color map of the Front Range Free Zone and a pair of security travel passes for two fo the city's 6 sectors. **$50.00**

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the Denver Boxed Set. Due Feb. **$20.00**

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With 9 interior and street mapsheets, plus 203 counters. **$70.00**

Double Exposure Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? No! THe Universal Brotherhood are involved. **$20.00**

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... **$15.00**

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the noxious depths of Seattle's Underworld. **$20.00**

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. **$30.00**

Germany Sourcebook Details society, politics and economics of Berlin, Frankfort, Rhine-Rhur Megaplex, etc. Written by real Germans, & includes German equipment, gear, local corps, etc. **$35.00**

Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. **$30.00**

GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. **$25.00**

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. **$30.00**

Paradise Lost A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunners dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawii hides dark intrigues & darker dangers. Includes source material on Hawii. **$20.00**

Paranormal Animals of Europe You've seen the animals of USA, now find out what the Euros are afraid of. **$35.00**

Portfolio of a Dragon: Dunkelzahn's Secrets What kind of secrets does a dragon have? Especially one like the Big D, with money and power spanning the ages. Why is he bidding to become the president of UCAS? Due Sep. **$30.00**

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. **$30.00**

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **$30.00**

Shadows of the Underworld Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on top of a building to the secret underground. **$30.00**

Shadowtech Details the latest & sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to headware cyberdecks, and sensory enhancements. **$30.00**

ShadowRun XL T-Shirts ShadowRun Logo **$35.00**
Harlequin **$35.00**

Sprawl Maps Fulll color 11 x 17" maps including a night club, back alley, monorail station, apartments, etc. **$35.00**

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slighty revised edition. **$25.00**

Super Tuesday Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxis shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows. **$30.00**

Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? And what does its emergence hold for the world of 2054? 168 pages, color plates & several maps **$35.00**

Tir Tairngire Reveals the Elven Nation for the first time, in all its glory and danger. Details history, society, politics, and the mystery of the Tir. Has 152 pages and includes maps & heaps of illustrations. **$35.00**

Threats Fourteen of the most powerful and influential people, organisations, and entities in the ShadowRun world: magical secret societies, mad scientists, astral monsters, etc. All having the power to change the world forever. **$35.00**

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some `runners to bring them back ASAP. **$16.00**

Virtual Reality 2.0 A complete overhaul of all the rules for running ShadowRun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update ShadowRun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technoshamans who seem to live inthe Matrix, and offers the most current information about Matrix law and AIs. **$35.00**

SHADOWRUN NOVELS

Miscellaneous Titles

1: 2XS - $10.00 2 : Changling - $10.00
4. Night's Pawn - $10.00 5. Stryper Assassin - $10.00
6. ShadowPlay - $10.00

8. Lone Wolf Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... **$10.00**

9. Fade to Black Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor. **$10.00**

10. Nosferatu Serin is a rootless mage and part time shadowrunner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years.. **$10.00**

11. Burning Bright Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? **$10.00**

12. Who Hunts the Hunter Four deadly killers cross paths - the weretiger Striper, the shaman Bandit, and from Neward come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction. **$10.00**

13. House of the Sun The kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dirk Montgomery, Lone Star cop turned ShadowRunner, must navigate as he tries to stay one step ahead of the factions trying to control Islands. **$10.00**

14. Worlds Without End Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves. **$10.00**

15. Just Compensation Andy's a shadowrunner wannabe until he accidently participates in a real run, ending his safe life until that point. His half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. But can they save it? **$10.00**

16. Black Madonna Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. **$10.00**

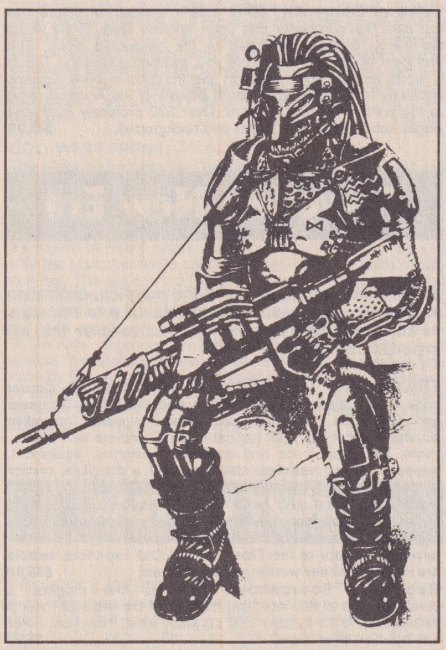
17. Preying for Keeps Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. **$10.00**

18. Dead Air Combat biker superstar Tamara Ny tries to blackmail a Saeder-Krupp executive with sim-recordings, but when she records something she's not supposed to see, events take a dangerous turn. Due Oct. **$10.00**

SLA Industries

SLA INDUSTRIES RPG We've managed to obtain more copies of this excellent RPG at last. A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds with an iron grip. It began with the man slayer suddenly appearing 900 years ago, accompanied by his immortal Kilneck bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans; Frothers, who live a wild life of chemical madness; Ebons, who flow in the pwer of the Ebb; Storms, the bioengineered warriors; Shaktars, a proud and honorable race of warriors; & the Wraith Riders, used to physical hardships. Ebons who enter the white return as Necanthropes. **$45.00**

MORT Sourcebook For those of you who bought *SLA Industries*, the MORT sourcebook has finally been released. Mort is a city that hides a million sins, holding secrets and places that should never be known. Mr Slayer sits in his office in Central, looking out over his city. From clean, residential Uptown to filthy, stinking DownTown and the nightmare Cannibal Sectors, Slayer's throne sits safely central, isolated in a city of extremes. With dark atmospheric illustrations. **$40.00**



Star Wars

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. **By West End Games.**

STAR WARS 2nd Ed Revised & Expanded. The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. We will definately have stocks in Sept. **$50.00**

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. **$27.00**

Best of the Star Wars Adventure Journal A collection of short stories from the Journal. **$25.00**

Classic Adventures Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. **$28.00**

Classic Adventures # 2 Includes Graveyard of Alderaan (a murder to solve, a lost warship to find, ruins of a palace to explore) and Domain of Evil (stranded on a swamp world, hunted and terrorized by creatures from your nightmares), revised and updated for 2nd Ed. **$27.00**

Classic Adventures # 3 Includes Riders of the Malestrom - Rebel heroes try to uncover the secrets of an Imperial rendezvous; Death in the Undercity - what is causing the mining accidents on Quarren? And Tatooine Manhunt - who is this Adar Talon that all the bounty hunters of the galaxy have come to find? What does he know? **$27.00**

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamesmaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. **$25.00**

Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. **$22.50**

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. **$25.00**

Creatures of the Galaxy Over 60 new creatures, each entry including an illustration, as well as complete information on the animal's habitat, behaviour and special abilities. Get your first glimpse to the lethal svapor swamp demon; the terrifying creatures called miner's horrors. **$25.00**

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker sucumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. **$45.00**

Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangers, surface trenches, etc. 96 pages. **$25.00**

Flashpoint Brak Sector A flashpoint is any situation or area with the potential for a sudden outbreak of conflict. Brak Sector is an area of space that serves as a staging area for Imperial Navy missions into the Outer Rim Territories. Rebel Forces have made substantial gains in this former mining sector. The Imperial objective is to destroy the Rebels. **$25.00**

Galadinium's Fantastic Technologies From an Abyssin grafting patch to the Verpine Scatter Gun, this catalog contains essential adventuring gear for rough and tumble encounters. With sections detailing weapons, mico-electronics, survival gear, droids and medical supplies, Galladinium's catalog of wares will prove to be indispensible. **$25.00**

Galaxy Guide 1 - A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. **$26.00**

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. **$26.00**

Galaxy Guide 3 - The Empire Strikes Back 2nd Ed Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. Due Aug. **$25.00**

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor. **$27.00**

Galaxy Guide 6 - Tramp Freighters 2nd Ed Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc. **$24.00**

Galaxy Guide 7 Mos Eisly A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. **$25.00**

Galaxy Guide 8 Scouts Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout

vessels, etc. **$26.00**

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. **$25.00**

Galaxy Guide 10 Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. **$30.00**

Galaxy Guide 11 Criminal Organizations Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. **$25.00**

Galaxy Guide 12 Aliens: Enemies & Allies Snaggletooth, Ephant Mon, Weequay, Nikto. Though only glimpsed in the Star Wars movies, their unique appearance makes them some of the most memorable characters. Over 30 alien speices are detailed. **$27.00**

Game Chambers of Questal The Alliance High Command has given up the search for Tiree, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. **$16.50**

GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging and fun. **$30.00**

Goroth -Slave of the Empire Four thousand years ago Goroth was a beautiful trade world. Caught between two warring factions that coveted its resources, Goroth was desolated into a wasteland. The natives are rebuilding the world but both the Empire and the Alliance wish to gain its rich underground wealth. Sourcebook & adventure. **$25.00**

Han Solo & the Corporate Sector 144 pages containing everything you wanted to know about the Bilan Daley series of Han Solo novels, as he romps around the galaxy trying to turn a profit. **$35.00**

Heroes & Rogues Develop your character's past: education, homeworld, family, past loves, past occupations. Has over 60 character templates, 43 GM characters, system for making backgounds. **$30.00**

Imperial Entanglements Supplement for the miniatures rules, focusing on the civil war between Imperial and Rebel forces. Includes a variety of scenarios, such as fighting across a forest canopy, over a lava plain, etc. **$25.00**

Imperial Sourcebook 2nd Ed Fully revised to be compatible with Star Wars 2nd Ed. Covers the Empires system of control through fear, Imperial Intelligence, the Military, Capital ships, custom ordnance, land vehicles, sector group organisation, combat artillery, infantry support weapons, special military forces, etc! **$35.00**

Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. **$20.00**

Kathol Outback Sequel to DarkStryder. The crew of the FarStar arrive at Kathol Outback, searching for Moff Kentor Sarne. They find lost colonies, ancient technology, danger & a new alien race. **$27.00**

Kathol Rift Sequel to Kathol Outback. The FarStar has chased Moff Sarne into the mysterious Kathol Rift, a seething cauldron of galactic power, a place of madness and terror. But here are the clues the FarStar needes to defeat Sarne. **$25.00**

Planet of the Mists Stranded on a swamp world umarked on any star chart; the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. **$18.00**

Platt's Starport Guide Featuring original color illustrations by Chris Gossett. Want to see the galaxy? Dont join the Imperial Navy! Just folow smuggler extraordinaire Platt Okeefe as she takes you on a vagabonds tour of seven starports, including a backwater haven, a wandering trading ship, Kuat Drive Yards Stardocks, etc. 160 pages. **$40.00**

Rebel Alliance Sourcebook 2nd Ed A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. **$30.00**

Scoundrel's Luck Solitaire adventure - Han Solo saves Princess Leia from some bad-asses! **$22.50**

Shadows of the Empire A hardback sourcebook of the novel Shadows of the Empire, which is a sequel to The Empire Strikes Back, but before Return of the Jedi. After his defeat on Cloud City, Luke finds himself a pawn between Darth Vader & the leader of the Black Sun criminal organisation. Luke must attempt a daring rescue while hunted by many foes. **$32.50**

Star Wars GM's Screen 2nd Ed. Includes a 32 page booklet for random adventure generation. **$20.00**

Star Wars: Live Action Adventures In ordinary roleplaying, you're at a table holding a piece of paper. With this book you are there in the thick of the action, surrounded by your enemies and allies, all conniving and plotting to advance their own agendas. You are your character. So lace up your combat boots & grab your blaster! Due Sept. **$30.00**

Star Wars Miniatures Rules The rules are updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **$30.00**

Star Wars Miniatures Battles Set A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at $82.00 **$70.00**

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, etc. **$25.00**

Star Wars Movie Trilogy Sourcebook A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. **$45.00**

Star Wars Planets Collection This 254 page book combines the three previously released Planets of the Galaxy sourcebooks. There are two dozen worlds presented that can be incorporated into Star Wars adventures. From the dangerous trader port of Celanon to the mining centers on Gacerian and criminal haven of Korbin. **$45.00**

Star Wars Sourcebook 2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millenium Falcon. Hardback with 144 pages. **$35.00**

The DarkStryder Campaign A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Sarne is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Sarne - before he can do any more damage. 96 page campaign book, 96 page adventure book, 50 color character and ship cards, ship poster. **$45.00**

The Jedi Academy Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. **$37.50**

The Thrawn Trilogy Sourcebook This book is a compilation of Heir to the Empire, Dark Force Rising, and The Last Command. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction. **$45.00**

The Truce at Bakura Sourcebook Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid, and they establish a desperate alliance with the tattered Imperial forces. But should the unlikely allies can overcome the aliens, can the Imperials be trusted? Based on Kathy Tyer's novel. Hardcover book. **$35.00**

Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. **$25.00**

The World of Aden

Techno-Fantasy An epic fantasy world where technology and fantasy are mixed together in a post holocaust background. **By West End Games**

THE WORLD OF ADEN RPG This is a stand alone RPG that uses the Masterbook rules system. Holocaust has fallen upon the world of Aden, with hideous rampaging horrors known as Nocturnals devouring every human they can find. Great warriors ride across the scarred lands to battle these hordes. Powerful mechamages wield deadly contraptions of steam and magic, or fight evil with incredible sorcery. But unless heroes are found soon, the Nocturnals will triumph. 140 pages. **$33.00**

Tales of Gargentihr

FANTASY A new techno-fantasy role playing game, produced in Scotland by Sanctuary Games. The game is set in the alien world of Gargentihr, where players take the role of adventurers trying to uncover the world's many mysteries.

Tales of Gargentihr RPG This is a world far different to our own.The continents drift upon endless seas of silt whilst Sa-energy crackles overhead in the blackened skies. The continent of Agasha lies before you, awaiting discovery. This is a world ancient and new, with the Insititute of New Science exploring technology while secret powers of the Ancients reign in the continent's dark corners. Over 330 profusely illustrated pages rich in game mechanics and background. **$45.00**

Traveller: New Era

SCI-FI Following the chaos of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. **By GDW.**

TRAVELLER: THE NEW ERA A 384 page softcover book, with a character generation system with over 40 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail. Complete with history, maps, the Virus, trade and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna. **$50.00**

Path of Tears 160 page campaign sourcebook, with a history of the Coalition, the Schalli aquatic race, Coalition types of operations, tactical doctrine, organisation, strength of military forces, 6 sectors of the Diaspora and Old Expanses sectors are mapped, 19 key worlds are detailed, etc. **$35.00**

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. **$5.00**

Star Vikings Sourcebook presenting 32 new NPC characters to the Traveller universe, with backgrounds, personality, & all game attributes. It has Coalition Officials, Ship Captains and their ships (with color plates of some ships), Coalition Personnel, and Outsiders. **$26.00**

Survival Margin 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suidical electronic AI Virus is then given in detail, & there is an overview of the Star Vikings. **$22.50**

The Regency Sourcebook: Keepers of the Flame The citizens of the Regency are citizens of the Third Imperium. They are the reverant guardians of all that was great in that society, and they are pledged to carry its light back into the darkened universe. But this has not been easy. The effort to keep Virus at bay took two generations and almost exhausted the society's production capabilities. But now that this great external threat is seeming to fade, old rivalries are re-emerging & threatening to tear the Regency apart. **$40.00**

Vampire Fleet Throughout the bleak nightmare of the Collapse, the long dark shapes of warships, scoured clean of organic life, prowled the now lonely spacelanes and cast their deadly shadows over 500 worlds. This sourcebook focuses on Virus: what motivates Vampire Fleets, where they are encountered, their capabilities, behaviours, strengths, and weaknesses, & the Planet Promise, a world completely controlled by Virus infected machines. **$32.00**

TRAVELLER NEW ERA NOVELS - $10.00 each

1. The Death of Wisdom
The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the very future of the Hiver race.

2. To Dream of Chaos
The crew of the Hornet is back, and this time must confront Virus and an ancient prophecy to keep a high-tech arsenal from falling into the hands of the Empire of Solee.

Twilight 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. **By GDW.**

TWLIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. **$45.00**

TWILIGHT 2000 Version 2.2 Rulebook The rules have been updated to match those in Traveller The New Era. Characters can be any nationality and have non-military back-grounds. The whole global environment has become more chaotic and fragmented. 280 pages. **$35.00**

American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. **$18.00**

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. 30 vehicles are detailed, and there are two short adventures and color map. **$22.50**

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. **$25.00**

Infantry Weapons of the World Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. **$22.50**

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. **$30.00**

NATO Vehicle Guide Exstensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war **$20.00**

Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. **$12.00**

Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and 12 scenarios. **$22.50**

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. ``Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **$50.00**

Antagonists Mind's Eye Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and

independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. **$30.00**

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diableries. **$20.00**

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. **$30.00**

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. **$18.00**

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins. **$18.00**

Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. **$12.00**

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. **$35.00**

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. **$40.00**

Children of the Inquisition From the flames of the Inquisition sprang two waring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. **$35.00**

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. **$20.00**

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. **$20.00**

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample charactesr, history, etc. **$20.00**

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and kindred. **$20.00**

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. **$20.00**

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. **$20.00**

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. **$20.00**

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. **$20.00**

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. **$20.00**

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. *This book is strictly Adults Only. You cannot order it unless over 18 years.* **$20.00**

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. **$20.00**

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. **$40.00**

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. **$35.00**

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. **$27.00**

Laws of the Night For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. **$20.00**

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitment found in no other city - and now it is unparalleled in violence. The anarchs who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. **$32.00**

Milwaukee by Night Details this city where the Anubi's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp **$25.00**

New Orleans By Night Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. **$35.00**

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2006) **$45.00**

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) **$30.00**

Prince's Primer A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince", conclave reports, etc. **$20.00**

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chromicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) **$35.00**

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) **$30.00**

Storyteller's Screen With 16 page story-adventure. **$20.00**

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. **$24.00**

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. **$27.00**

The Last Supper The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. **$30.00**

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. The Giovanni clan, its memebers foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. **$32.00**

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. **$35.00**

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. **$27.00**

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. **$20.00**

The Succubus Club Details the most notorious, extravagant nightspot in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. **$35.00**

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. **$30.00**

Tim Bradstreet Portfolio A folio full of art prints. **$30.00**

VAMPIRE NOVELS

1. The Beast Within Anthology of 13 vampire tales that explore the darker side of San Francisco. **$9.00**

2. Prince of the City Depicts life along the Barbary Coast, the Chinatown Tong Wars, transcontinental railroads, a World's Fair and the Great San Francisco Earthquake, all from a vampire's perspective. **$11.00**

3. House of Secrets Ilse Decameron has discovered the last mortal of House Tremere. She thinks he is a reincarnation of a man she once loved. She must now choose between him and the Clan. **$11.00**

4. On A Darkling Plane When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilization. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? **$11.00**

5. Vampire Diary: The Embrace Hardcover novel. In the shadows of Los Angeles, an ancient vampire courts Auston Jacobson, a nightclub bartender. Can he resist the Embrace, the gateway to eternal damnation? **$27.00**

6. As One Dead In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? **$11.00**

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. **$11.00**

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. **$11.00**

3. The Unbeholden Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. **$11.00**

Vampire: The Dark Ages

HORROR White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

VAMPIRE: THE DARK AGES RPG A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun and the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. **$50.00**

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. **$20.00**

Warhammer Fantasy

FANTASY Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. **Printed under license by Hogshead Publishing.**

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. **$65.00**

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. **$30.00**

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **$30.00**

Fire & Blood: Doomstones Campaign Vol I A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artifact, the Crystals of Power. Mystery & adventure! **$44.00**

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. **$30.00**

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves. lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. **By White Wolf.**

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more

details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **$50.00**

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. **$27.00**

Axis Mundi: Book of Spirits Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. **$30.00**

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. **$20.00**

Bone Gnawers Tribebook A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobbos and desolates who live on the streets. **$20.00**

Book of the Wyrm Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. **$30.00**

Caerns: Places of Power Caerns, ancient places of power, sacred sites to the werewolves. This book includes 14 caerns, a full color map of the world's Moon Bridge routes, and the cunning and dangerous Kitsune werefoxes of Japan. **$27.00**

Children of Gaia Tribebook The Children of Gaia believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. **$18.00**

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. **$20.00**

Croatan Song A graphic novel. In the late 1500s, the Croatan Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrm with them. This is the story of the Croatan's final battle to defeat the Wyrm and leave the Pure Lands free of taint, and what went terribly wrong. Due Oct. **$24.00**

Drums Around the Fire A book of short stories, including a garou fighting the most dreaded minion of the Wyrm, a Glass Walker learns true horror, a young pack fights to save children, etc. **$16.00**

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. **$20.00**

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. **$25.00**

Get of Fenris Tribebook Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. **$20.00**

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrm, and those other Garou claim they are traitors for doing so. **$20.00**

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wyrm's corporate arm out of business. **$30.00**

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. **$30.00**

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? **$24.00**

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. **$30.00**

Rage Across Australia The land down under breads them tough and hardy, none more than the Garou. But the Garou stuffed up badly, and must make amends to heal the land. But the Wyrm is on the move too, taking over Australia with decay and ruin. **$27.00**

Rage Across New York The Wyrm has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer - the battle is on. **$25.00**

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. **$30.00**

Rage Across the Amazon The servants of the wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. **$30.00**

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. **$18.00**

Rite of Passage Adventure from the Northwest Territories in Canada to the wilds of Central Park in Manhattan. **$20.00**

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. **$18.00**

Silent Striders Tribebook How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. Due Oct. **$18.00**

Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. **$27.00**

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. **$30.00**

Valkenburg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubs. **$25.00**

Ways of the Wolf In the deep woods, a primordial world still survives,the heartland of Gaia. Here, a mournful howl rises to the moon, lamenting the loss of a way of life. The Lupus Garou are the guardians of this pristine wilderness, the last pure lands on Earth. **$22.00**

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on th Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. **$27.00**

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. **$20.00**

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaive dueling and the Garou martial art of Kailindo, etc. **$35.00**

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. **$32.00**

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **$22.50**

WEREWOLF NOVELS

1. When Will You Rage? - $11.00
An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves.

2. Breath Deeply - $11.00
Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous.

3. The Silver Crown - $11.00
The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him.

4. Call to Battle - $11.00
This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage...

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. **By White Wolf.**

WRAITH RPG A 270 page softback book with a glow in the dark cover. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. The malevolent force known as Oblivion softly creeps beneath the surface of Shadowlands, while mad ghosts and nightmare creatures overtly threaten you. Wraiths can fight their way back to Earth to try to right wrongs, etc. This is a very, very dark game, about death, loss, isolation and identity. **$45.00**

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. **$21.50**

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. **$27.00**

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. **$27.00**

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres. **$20.00**

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. **$21.50**

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. **$27.00**

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. **$35.00**

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existance, the promise of love is one of the only beacons of hope in the face of Oblivian. **$20.00**

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. **$24.00**

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. **$35.00**

The Face of Death A large foolscape book full of morbid black and white art for the new Wraith game. **$23.00**

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. **$24.00**

The Risen Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. **$21.50**

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. **$24.00**

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. **$20.00**

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. **$35.00**

Wraith Storyteller Screen GM screen and rules running crossover adventures with other Storyteller games. **$20.00**

WRAITH NOVELS

1. Caravan of Shadows - $11.00
While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness.

2. Beyond the Shroud - $40.00
Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then, he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife...

Computer Games

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION — AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.* **IBM - $90.00**

AIDE DE CAMP — HPS

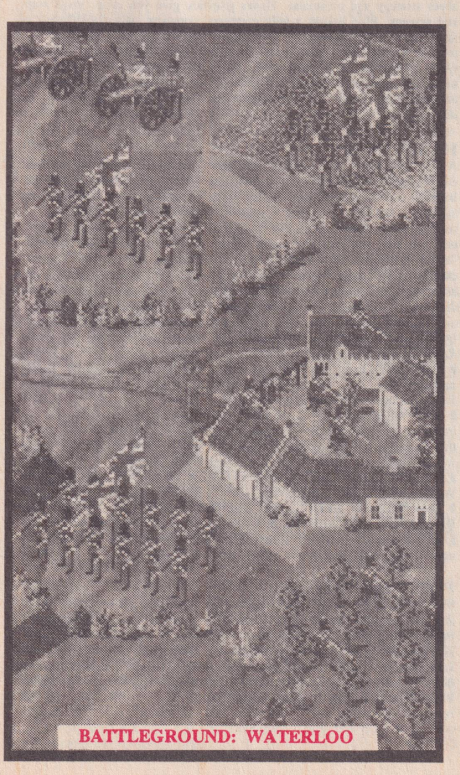
At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: VGA, 3.5"FDD, hard disk, 286+.* $99.00

BATTLEGROUND: GETTYSBURG — EMP

This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. *IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk.* $90.00

BATTLEGROUND: WATERLOO — EMP

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.* $90.00



BATTLEGROUND: WATERLOO

CAESAR II — IMP

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! *In the league of Civilization, features include* city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM* **IBM - $80.00**

CIVILIZATION II — MIC

This will certainly be the hit of the year. This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* $99.00

CIVNET — MIC

Sid Meier's **Civilization** computer game won Overall Game of the Year and Best Entertainment Program. This version permits solo play or you can play head to head via null-modem, modem, on one computer, or on the Internet. Compete against up to seven players. The modem and Internet features let you access millions of gamers worldwide. Now you can play in turn based or simultaneous play mode. Features a Chat Feature to talk to other gamers, a new streamlined Windows interface (so you can have several windows open at once), you can customize your King character, and the same original game of Civilization plus a map editor. I personally think that playing this game with one or more human opponents makes it one of the best computer games ever. *IBM requires: Windows 3.1 or '95, 8mbRAM, SVGA, CD-ROM, 18mb Hard Disk space, 14.4 baud modem,* 486/66. **IBM - $90.00**

COLONIZATION — MIC

Colonization from Sid Meier, who brought us *Civilization.* A story of discovery, exploration and territorial independence. Play the colonist, conquistador and displomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industies - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. *IBM requires: hard disk, CDROM, VGA, mouse, VGA.* **IBM - $90.00**

CONQUEROR A.D. 1086 — SIE

This game looks absolutely stunning. It reminds me somewhat of Defender of the Crown, but infinately superior. Set in the England between 1086 and the 15th Century, you must forge an empire, commanding strength, skill and strategy in your valient quest for the crown. You are in control of your destiny as you ascend to the throne of England in this richly detailed action-packed medieval adventure. Wage real-time battles from a top down perspective, compete against rival knights in 3D tournaments, create or storm castles, and foster commerce. Cinematic scenes are stunning, and the battles look really good. *IBM requires 8mbRAM, 486DX33, CD-ROM, SVGA, runs on Dos or Windows'95.* **IBM - $75.00**

CONQUEST OF THE NEW WORLD — CIN

This is the best game I have seen for the discovery and colonisation of America. A single or multiplayer game where you are in control of explorers, settlers and mercenary soldiers, to build new colonies and protect them. As you search for new rivers and mountains, you'll come across other colonies and encounter friendly and hostile tribes of Indians. Only through a perfect balance of diplomacy, exploration, trade and warfare can you build the ultimate nation, declare independence, and experience the true power of conquest. Stunning graphics, and includes a tactical wargame like a miniature's game to resolve battles. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Hard disk.* $95.00

CUSTERS LAST COMMAND — HPS

An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne Set at platoon level, 5 minute turns, with variations such as Gatlin' Guns, 2nd Cavalry as reinforcements, variable Indian village sizes, Indian readiness, etc. *IBM Requires: VGA, 3.5"FDD, hard disk, 386.* $50.00

DEFEND THE ALAMO — HPS

An older title sold in a zip lock bag. It is an historically accurate simulation, with "what-if" scenarios, the Alamo history, and is quit detailed in terms of establishing good fire lanes. You can win as the Texans, but it depends on if you can hold out long enough waiting for re-inforcements. *IBM Requires: 3.5"FDD, VGA, hard disk.* $37.00

FIELDS OF GLORY — MIC

We've been trying for ages to get this game, an absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least 2 solid weeks! *IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 2mg RAM.* $30.00

HIGH SEAS TRADER — IMP

Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. *IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM, Microsoft Compatible Mouse.* **IBM - $50.00**

KINGMAKER — AH

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. *IBM requires:* mouse, *VGA, hard disk, 3.5" FDD, MS-DOS 5.0* or higher. **IBM - $90.00**

LORDS OF THE REALM — IMP

In the league of *Civilization*, this game presents medieval culture and society on an extremely detailed scale. The English throne lies empty in 1268 AD. You and 5 other lords are locked in a struggle for the crown. Reap the benefits of successful feudal governing, castle building, castle sieging, and land battles to conquer your rivals and claim the kingdom. You need to keep your serfs happy, assigning them to farming, herding, building, military, and other tasks. Design your own castles, and besiege those of your enemies. You can play the game straight from CD, **there can be up to six human players**, you can have modem play, the game features a detailed and realistic economic simulation, there are merchants and trade, and diplomatic messages and alliances, even with computer players. *IBM Requires: 386 +, 4 mb RAM, CD-ROM or 3.5" FDD, hard disk, VGA, Microsoft Compatible mouse.* **IBM - $70.00**

MACHIAVELLI — MIC

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. *IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.* $80.00

THE BLUE & THE GREY — IMP

An extremely detailed and very popular recreation of the American Civil War. You can control either the Union or Conferderacy, and can create your own armies, name your units, recruit additional man power and even train your soldiers. You deploy your armies by road, sea, rail, or cross country. Battles are resolved in a micro-miniatures style format, with tactical and strategical views of the battlefields. Battles will range from skirmishes to full blown battles. You can stop the fighting at any time to give new orders, regroup, or look at reports. IBM Requires: 286 +, VGA, hard disk, 3.5" 1.44 FDD or CD-ROM, Microsoft Compatible Mouse. **IBM - $70.00**

THE CIVIL WAR — EMP

This game lets you plan and fight every major battle and campaign of the American Civil War. Lead North or South through four bloody years that shaped the worlds most powerful nation. Captures the huge scale of the war, with armies and fleets. All the resources of the war are available, as you attempt to crush enemy resistance and fortifications. Control ironclads along the Mississippi, the building of railways, or small units of Rebel cavalry, over a vast battlefield area. Includes a full campaign allowing you to move your armies by land, sea, rail, or river. When armies meet you can choose to fight or retreat. Battles are fought using individual artillery, cavalry and infantry units on 3D texture mapped Gourand shaded battlefields, all in real time. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* **IBM - $60.00**

The Rise & Rule of Ancient Empires — SIE

Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of cultural, scientific and military achievement: Egypt, Greece, Mesopotamia-Persia, Northern Europe, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and domestic production, and conquer neighboring cities. Multiplay via modem or network. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. *IBM Requires: 486/33+, Win 3.1+, 8mbRAM, CD, SVGA.* $90.00

The Road From Sumter to Appomattox — HPS

This game is reputed to be one of the best ever and most detailed wargames simulating the American Civil War. Its June 25, 1861..."The first shots of the Civil War have been fired...Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the Union the cry is heard...On to Richmond!" This game covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia. Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery; weekly turns; the choice of resolving combat either using the provided detailed tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures; detailed supply and production, a full naval system, and a scenario editor. *IBM Requires: 386, SVGA, 3mbRAM, 3.5"FDD.* $55.00

THE SETTLERS II — BLUE

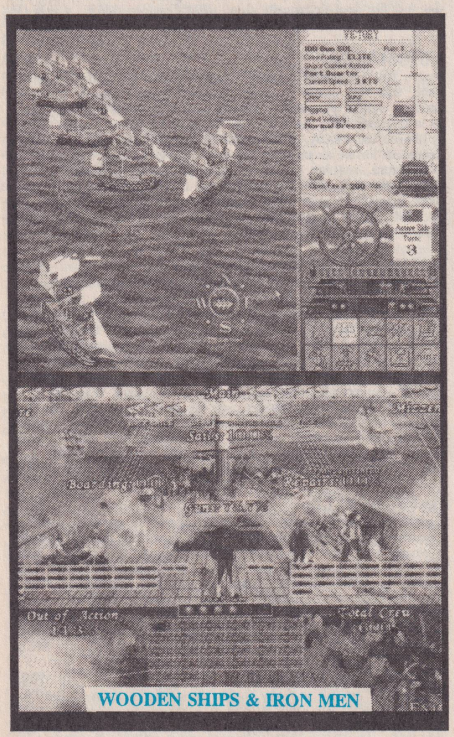
An extremely cute and addictive little game. You lead a group of settlers in medieval times to a new land. You send off scouts to explore, and build settlements for your people. You must build many different types of buildings for the various jobs required, as well as producing a range of stores and consumables. Your tasks include mining, farming, hunting, fishing, building military units to protect your kingdom against enemies, trade with other islands and peoples, etc. Up to six computer opponents. *IBM Requires:486/66, 8mbRAM, hard disk, SVGA, CD-ROM.* $90.00

TWENTY WARGAME CLASSICS — SSI,SSG,IMP

This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around $1,300! The games from Impressions are: *D-Day The Beginning of the End, Conquest of Japan, Global Domination, When Two Worlds War.* From SSG are *Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Warlords* and *Battlefront.* And from SSI are *Battles of Napoleon, Carrier Strike, Western Front, Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea* and *Panzer General. IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse.* $60.00

WOODEN SHIPS & IRON MEN — AH

This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* Due July. **$90.00**



WORLD WAR II

ACES The Complete Collector's Edition — SIE

Four of Sierra's most successful flight simulators, all in one package. Includes *Aces Over Europe* (WW2 dogfighting), *Aces of the Pacific* (WW2 dogfighting), *Red Baron* (WW1 dogfighting), *A-10 Tank Killer* (modern ground attack), and *The Aviation Pioneers*, a historical tour of aviation history from 1903 - 1939. *IBM Requires: Win 3.1+, CD-ROM, 486/25, 4mbRAM, hard disk, SVGA.* **$90.00**

ALLIED GENERAL — SSI

The eagerly awaited sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **IBM - $50.00** **MAC - $50.00**

BATTLEGROUND: ARDENNES — EMP

This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound and video clips. Lets hope these guys make some more wargames like this one! *IBM Requires: Windows 3.1 or '95, 386DX/33+, SVGA, 2X CDROM, hard disk.* **$90.00**

THE COMPLETE CARRIERS AT WAR — SSG

Includes Carriers at War, Carriers at War Construction Kit and Carriers at War II, and, also adds a series of scenarios covering the North Atlantic and Mediterranean Theatres, giving you ships for Germany,(the Bismark!), Italy and France. *IBM Requires as above + CD ROM.* **$90.00**

COMMAND: ACES OF THE DEEP — SIE

As a U-Boat commander, stalk the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-dive to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, eluding detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! *IBM Requires: Windows '95, CDROM, 486/66, 12mbRAM, SVGA, hard disk.* **$90.00**

D-DAY AMERICA INVADES — AH

By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. *IBM Requires: 386, 4mbRAM, SVGA, CD-ROM.* **IBM - $99.00**

D-DAY The Beginning of the End — IMP

As the Supreme Allied or Axis Commander you start with your side's actual resources and positions on June 6, 1944. Select the generals under your command, then play out the landings and/or choose from several campaigns to carve your way through Europe. Uses the same Micro-Miniatures series to resolve the battles, whereby you maneuver company sized units on a tactical level. Play full screen, hi-res real-time battles using miniature tanks, men and artillery. *IBM Requires: CD.* **$25.00**

EMPIRE II — NEW

Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the game tested your strategic skills in quickly spreading out, exploring and gaining control of all. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the War. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modem and network support. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* **$60.00**
EMPIRE II Windows '95 *Requires as above + Windows '95.* **$80.00**

FIGHTIN' FORTIES — MIC

Three games presented in one game. *1942 The Pacific Air War* with frantic dogfights, death-defying dive bomb attacks and terrifying torpedo runs, *1942 Task Force*, surface naval action in the South Pacific, and *1944 Across the Rhine*, armored comat from D-Day to the end of the war in Europe. *IBM Requires: 486/33, 4mbRAM, CDROM, hard disk.* **$80.00**

GREAT NAVAL BATTLES VOL IV — SSI

The Fourth GNB game has come out, this one titled Burning Steel, 1939-1942, except this time the game features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and, the Russian navy! Also included are the German navy and the UK navy. There are over 130 ships, and game includes a scenario editor, improved interface, with scores of historical and hypothetical scenarios or campaigns to play. *IBM Requires: CD-ROM, 8mbRAM, 386.* **IBM - $50.00**

HIGH COMMAND — 360

Plays directly from CD-ROM. High Command captures WW2 in Europe on a grand scale. Spanning the war years 1939 through 1945, you are placed in complete control of all military, economic, and political resources. Lead the Allied or Axis war machine. Command all available land, sea, and air forces. Exercise all available options. Build up your military might or invest in your country's infrastructure. *IBM Requires: 386, 3mbRAM, CD-ROM, mouse, SVGA, Win'96.* **IBM - $25.00**

IRON CROSS — NEW

Command the Axis or Allied forces as you recreate 12 historic battles of WW2. Storm the beaches of Normandy in Omaha Beach, or attempt to route the German forces from their entrenched positions at breakout at St Lo. Each scenario is an accurate depiction of the actual battle; every detail is carefully recreated, from the town layouts and surrounding terrain to the type of units and number of airstrikes available at the time. Carefully select your armor and artillery units to ensure a clean victory or suffer utter defeat at the hand of your opponent. The game appears to be a grand tactical simulation with individual guns, squads, and tanks, with a feel much like Advanced Squad Leader. *IBM Requires: 386+, 4mb RAM, SVGA, mouse, CD-ROM, hard disk.* **IBM - $60.00**

OPERATION CRUSADER — AH

Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: *Color Mac, System 7, 5 MB RAM, hard CD-ROM.* **$99.00**
IBM Requires: CD, hard disk, mouse, SVGA, 4mb RAM, 386. **$90.00**

PANTHERS IN THE SHADOWS — HPS

Re-creates WW2 combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* **$85.00**
Panthers in the Shadows Map Builder Add-on Disk **$15.00**
Panthers in the Shadows Campaign Disk # 1 **$15.00**
Panthers in the Shadows Campaign Disk # 2 **$15.00**
Panthers in the Shadows Campaign Disk # 3 **$15.00**

PANZER GENERAL — SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.* **IBM CD-ROM $40.00** **MAC - $50.00**
Panzer General Official Strategy Guide 360 page book. **$40.00**

SILENT HUNTER — SSI

A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowl the shipping lines. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagles eye view of tactical situation maps. *IBM Requires: CD-ROM, 4mbRAM, hard disk, mouse, SVGA.* **IBM - $50.00**

STALINGRAD — AH

Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM or 3.5" FDD.* **IBM - $90.00** **MAC $90.00**

STEEL PANTHERS — SSI

The latest from Gary Grisby. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibous landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. *IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* **IBM - $40.00**

TIGERS ON THE PROWL — HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* **$85.00**
Tigers on the Prowl Map Builder Add-on Disk **$15.00**
Tigers on the Prowl Campaign Disk # 1 **$15.00**

WAR AT SEA — QQP

Three games in one box. THE LOST ADMIRAL (you command a nation's fleet), THE GRANDEST FLEET (a grueling campaign where only one fleet can win) and WORLD WAR II (fight over the South Pacific.) *IBM Requires: 386, 4mbRAM, CDROM, hard disk.* **$50.00**

POST WORLD WAR II

BACK TO BAGHDAD — MIL

The ultimate desert storm simulator. Now you can hone your flight sim skills with the same accuracy as the military. Back to baghdad is created directly from the Red Flag and Top Gun flight simulators used in Air Force Pilot Training. This is the most realistic and accurate flight model on the market, complete with satellite photos from the US Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. Are you ready for the challenge? You fly the F-16C. Although a true flight sim and not for the faint at heart, the game does have three "instant action" scenarios pitting you against endless hordes of MiG 21s and MiG29s, with the "trainee" instant action level making your plane indestructable, and just like an arcade game. For real missions, however, it's actually like flying the real F-16C, with dozens of instruments to read in your cockpit.*IBM Requires: Pentium 90+, 16mbRAM, hard disk, Dos 6.2 with SmartDrive, SVGA, CD.* **$140.00**

FAST ATTACK — SIE

In high-tech sumbarine warfare, there are no problems, only solutions. Standing at the helm of a Los Angeles Clas 688 nuclear powered attack sumbarine, you survey the best the United States has to offer. Rise in rank as you pursue 70 in-depth training and combat missions in five theatres around the world. Includes an extensive on-line warbook featuring over 100 surface, air and subsurface vessels, unleash Tomahawk missiles against surface vessels, then watch the hit displayed in realistic 3D animation sequences. *IBM Requires: Win'95 or DOS, 8bmRAM, CD-ROM, 486/33+, mouse.* **$75.00**

FIFTH FLEET — AH

By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leavin you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. *IBM requires: 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk.* **$90.00**

HARPOON II — 360

A lot of people are waiting for this anxiously. It is the ultimate contemporary naval wapfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. *IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, 3.5" FDD.* **$40.00**
◗ **BATTLESET 2 WESTPAC** 15 new scenarios in the Western Pacific involving the USA, Russia, China, Vietnam, North Korea, South Korea, Japan, Indonesia, Autralia, etc.Requires as above. **$30.00**
◗ **BATTLESET 3 COLD WAR** 15 scenarios set in the cold war era involving the United States, Russia, NATO and Eastern Block militaries as they existed prior to the fall of the Iron Curtain. Over 80 new platforms with a database adjusted for the era. *Requires as above.* **$30.00**
◗ **BATTLESET # 4 REGIONAL CONFLICTS** 15 new scenarios in the Western Pacific, involving China, USA, UK, & Japan. **$30.00**
◗ **HARPOON II DELUXE MULTIMEDIA EDITION** With two new BattleSets, Global Conflicts 2 & 3 with a total of 30 new missions; all new graphical scenario editor, 100 new video and sound clips, a comprehensive tutorial, etc. *IBM Requires as above plus CD-ROM.* **$100.00**

POINT OF ATTACK — HPS

Modern tactical combat in the Middle East. Graphics are extremely simple and archaic, but the game program is one of the most detailed tactical military simulations ever produced. Operates on a platoon/section level, and contains 5 historical/hypothetical scenarios, plus the ability to select your own force.Over 100 weapon systems, 11 different countries, detail is down to individual guns & tanks, etc. *IBM Requires 3.5"FDD.* **$55.00**
Point of Attack Map Builder Add-on Disk **$15.00**

SILENT STEEL — OCE

This action packed naval drama casts you as the captain of a nuclear

ballistic submarine, presented on 4 CD-ROMs.Features live action video, over four hours worth, as you respond to situations and conversations to drive the plot in the direction you think you should go. You actually see inside a submarine and interact with its crew. The story revolves around a Libyan submarine that has escaped US surveillance, and you must find it and stop it from carrying out its mission. *IBM Requires: 486/66, CD-ROM, Win 3.1+, SVGA, 4mRAM, hard disk.* $95.00

RETURN FIRE WAR
Your objective is to infiltrate enemy territory and capture the enemy flag with the strategic use of 4 lethal vehicles: tank, jeep, helicopter and ASV. Experience fast shooting, bursting shells, high impact rockets, etc. If you use superior tactics and firepower you'll win this arcade style game. Over 100 intricate and challenging missions, for 1 player to 2 players using split-screen. *IBM Requires: 486/100, 8mbRAM, Win'95, CD.* $95.00

SILENT THUNDER A10 Tank Killer II SIE
Swoop down in the most indestructible ground attack plane ever built, the A-10 Thunderbolt II. In this sequel to the highly successful A-10 Tank Killer game, you'll dive into three fast paced campaigns with 24 action packed missions. Use the A-10s powerful weapons and ground hugging attack style in rugged air-to-ground combat. Incredible terrain graphics are the best seen in a flight sim. Missions are set in the Persian Gulf, Columbia and Korea.Ten different types of friendly and enemy aircraft, 14 enemy ground vehicles & weapons, camera replays. *IBM Requires: Win'95, 486/66, SVGA, hard disk, CD-ROM, 8mbRAM.* $84.00

SPYCRAFT ACT
Enter the world of international instrigue. It's you against faceless enemies in a rush to unravel a high-level assassination plot. Arm yourself with authentic spy tools, high-tech weapons and professional skills true to CIA operations.Then confront realistic global scenarios where decisions you make determine the balance of world power. Includes secrets about spycraft revealed by ex-Directors of the CIA and KGB; stunning computer generated graphics, 35mm film, actual CIA footage and dozens of Hollywood actors. *IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, mouse.* $95.00

TOP GUN SPE
Based on the movie. You join the Top Gun school, where you compete for the coveted Top Gun Trophy. Live action video creates the experience of a life time as you battle your way through an epic adventure set against a backdrop of burgeoning global crisis. There are over 40 missions to fly with increasing levels of difficulty. You can do two player via modem. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* $90.00

USS TICONDEROGA MIN
You are in command of the USS Ticonderoga, and this game is as close as you'll get to the real thing. With its relentless command strategy and realistic role playing elements reflecting current world situations from the Middle East to the Far East, this game puts you in the heat of the action. With superb 3D graphics, advanced surveillance mechanisms, real time decisions, first person command view, 20 missions. *IBM Requires: CD-ROM, hard disk, 386 +, SVGA, Windows 3.1, 4mbRAM.* IBM - $40.00

V FOR VICTORY COMMENORATIVE COLLECTION 360
All four of the famous, stunning SVGA computer wargames that look just like a board wargame, are included on this CD: Utah Beach, Market Garden, Velikiye Luki, and Gold-Juno-Sword. All games are easy to play and historically accurate. Not bad, on one CD! *IBM Requires: 386/SX, 3mbRAM, SVGA, CD-ROM, hard disk.* IBM - $90.00

SCIENCE FICTION

ABUSE CRA
An action arcade game with stunning graphics. Military scientists have been conducting diabolical genetic experiments that have created bloodthirsty monsters. You are the only hope to prevent the mutagen from leaking out - if you can get through the grotesque monsters, solve the deadly puzzles and avoid all incoming fire. You are equipped with energy weapons, napalm bombs, jet boots, etc. *IBM Requires 486/50+, CDROM, 8mbRAM, hard disk, SVGA.* $50.00

ALIEN ODYSSEY PHI
Your spacecraft has been shot down. You've been brought back to life by Gaan. you've mastered a hover bike, knocked out the Comms Bunker, stolen a spacecraft and guided it through dark, cramped mineshafts, destroyed the reactor in the Armory and defeated the leader of the Dak whilst freeing native slaves. Your work is cut out for you in this game! Includes a PC JOYPAD control unit. *IBM Requires: 486/66, 8mbRAM, VGA, CD-ROM, hard disk, Mouse.* $90.00

ASCENDANCY VIR
We are pleased to announce that we have landed another epic space game of galactic exploration and conquest. You must choose your species, chart your strategy, forge your destiny...it is time to depart your small homeworld. This game gives you the opportunity to explore and settle a galaxy, using research and resources, you'll design incredible ships, plot fantastic voyages on a map that uses space lanes between stars, you'll tempt fate as you explore and do battle in distant star systems. As leader of your people, you'll have at your command an impressive arsenal of futuristic weapons and technologies. You can play the game in a tiny star cluster, or play an epic of exploration of the whole universe. Stunning SVGA graphics, and comes with an inbuilt tutorial, so that you can easily learn how to play. Each planet's surface is divided into little squares, on each of these you can build structures, such as orbital docks, shipyards, etc. Ship designs and components are refreshingly original, not like Star Trek re-hacks. And you can communicate with alien races. *IBM Requires: 486/33, CD-ROM, SVGA, 8mbRAM, hard disk, mouse.* IBM - $90.00

BATTLES IN TIME QQP
A new dimension in gaming, simulating true Strategic and Tactical combat from Prehistoric times , Roman times, WW2, and 2025 AD. Warfare is not won based on any single element, it is a delicate balance of all relevant components. In this game you can maneuvre your armies as a whole, create diversions, employ the benefits of camouflaged units and control your deployment. When combat occurs on the strategic map, you zoom in to fight a battle on the tactical map. Up to 4 players can play on one machine or via modem. And no, you can't have units of different time periods fighting each other! Prehistoric allows you to control dinosaurs, include T-Rex and Raptors. *IBM Requires: 386, 4mbRAM, CDROM, VGA, hard disk.* $30.00

CHAOS OVERLORDS NEW
Strategic gang warfare. As a Chaos Overlord your task is simple: become the absolute rule of the city or go down fighting. Your chief tools of conquest are specialised criminal gangs which you employ to influence the business community, bribe loacl officials, and terminate the competition. To be successful, you must hire the right gangs, outfit them with the latest equipment and weapons, and give brilliant and decisive orders. There are 70 unique gangs, over 50 weapons to develop and use, and heaps of tactics. *IBM requires: 486+, 8mbRAM, CD-ROM, Win'95, SVGA.* $70.00

CHRONOMASTER INT
Written and designed by Roger Zelazny. This game will take you on a journey through man-made "Pocket Universes" full of cyborgs, pirates, and witches who provide deadly puzzles. Visit worlds where magic reigns, reality warps and plants speak words of wisdom. Watch as "Bottled Time" affects people and objects in man made universes. Stunning hi-res artwork and full motion video. *IBM Requires: 486/33, 4mbRAM, SVGA, CDROM, mouse, hard disk.* $90.00

COMMAND & CONQUER WES
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from takng over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* $80.00
C&C: THE COVERT OPERATIONS 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *Requires as above.* $50.00
COMMAND & CONQUER + MISSION DISK $99.00

CRUSADER - NO REMORSE ORI
As a Silencer - one of the elite enforcers of the World Economic Consortium - you're supposed to be incoruptible. But if the system you serve is utterly corrupt, where does that leave you? You go over to the Resistance, the same pack you used to hunt down. Now, your former employers better watch their backs because you're coming after them with all the firepower at your command. No pity...no mercy...no remorse. Has 15 missions, 16 weapons, fully rendered SVGA graphics that look superb, you can run, jump, roll and crouch, the game is played from a semi top-down 3-D view, there is visible damage from every round fired, a variety of terrain types, refineries, labs, military bases, and a space station, you control robots, gun turrets etc! *IBM Requires: 486/66,8mbRAM, CD-ROM, SVGA, hard disk.* IBM - $90.00

DARK FORCES - STAR WARS LUC
DOOM meets Star Wars! And the result is roaring success. With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.* IBM - $90.00

DARKSEED II CYB
Featuring the macabre artwork of HR Giger, creator of the creatures in Aliens and Species. You play Mike Dawson, who is accused of killing his high school sweetheart. He tries to clear his name by digging up his neighbours' secrets, and finds an entrance to the Dark World, full of Gigeresque artwork and horror. Can you stop the Ancients in their bid to control the Earth? *IBM Requires: 486/33+, DOS or Win,8mbRAM, hard disk, SVGA, CD-ROM.* $90.00

DESCENT II INT
More 3D adventuring in alien robot infested mines - 30 new levels in 6 different worlds, including Fire, Ice, Water and the Alien Base. Battle 30 new robots, some that suck energy from you and track you wherever you go; there are 10 new weapons to use; up to 8 players can play over a network, you have a floodlight to light up dark tunnels; and joining you on your deadly new assignment is your loyal Guide-bot. This faithful companion rushes with you through the twists and turns of the menacing darkness, often scouting ahead to hunt down the orbs, powerups and tools you need. *IBM Requires: 486/50+, 8mbRAM, VGA, CDROM.* $90.00

The Ultimate DOOM idSoftware
A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. *Requires: CD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* IBM - $60.00

DOOM2 Hell on Earth idSoftware
Once again *idSoftware* reveal why it is their games soar to the number one place on the charts. *Doom 2* has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, adandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasties to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you *up* through windows! and my favourite, a sergeant with a chaingun, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom 1*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. *IBM requires 386/33 or faster, hard disk, CD-ROM, VGA, 4mb RAM.* IBM - $30.00
D!MATCH For Doom & Doom II WIZ
500 new levels for Doom and Doom II, including new game layouts, maps, and new Doom interface for 1st time deathmatch players as well as seasoned veterans. Also has utilities, sounds, music and graphic add-ons. *IBM Requires as per Doom II.* $50.00

FINAL DOOM idSoftware
Don't shoot until you see the whites of their exposed skeletons. This is it. The end. The final chapter of the ever-addictive Doom series. It's Doom with two new 32 level episodes. It's time to finish what you started! The two new 32 level episodes are The Plutonia Experiment and Evilution. Featuring frightenly realistic graphics, new pulse pounding music, new storylines. I am really looking forward to this one! *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA, hard disk.* Due July. $60.00

EARTHSIEGE II SIE
Cybrid HERCs have turned upon mankind and attack the earth in one last bid for victory - its the final showdown! With earthshattering computer graphics, 50 new missions full of spectacular SVGA pyrotechnics, more HERCs, bigger HERCs, and a flying HERC! Customize the weapon loads on them to fight in your own style. Feel the rolling hills, canyons, etc. Features improved controls and cockpit interface. Instant Action makes it easy for any novice to pick up the game and play. Stunning graphics and great effects! *IBM Requires: 486+, 2X CDROM, SVGA, 8mbRAM, hard disk, Windows '95.* IBM - $84.00

FIRE FIGHT ELA
An arcade style strategy come action game whereby you control a fighter in a wide variety of missions from single player complex infiltrations to mass destruction, to multiplayer games where you build bases or engage in huge fire fights. With absolutely stunning graphics, you don't fly from the cockpit, instead, you have a 3-D external view of your fighter as it flies over all types of terrain and defenses. There are 18 solo missions, 6 custom network levels, 2 unique network games, 6 powerful weapons, etc. *IBM Requires: Pentium 60, Win'95, 8mbRAM, SVGA, CDROM.* $75.00

FRONT LINES IMP
In the league of THE PERFECT GENERAL, this is tactical ground combat in the year 2020. You command lasers, hovertanks, tracked tanks, infantry, artillery, ground to surface missiles, APCs, Shuttles, and HQs. Graphics are stunning in this turn based, detailed game. You can use the provided scenario builder and unit editor to change the game as you see fit. Game play is challenging and rewarding. Very addictive! *IBM Requires: 386 +, 4mb RAM, SVGA, 3.5" 1.44 FDD, hard disk, Microsoft Compatible mouse.* $90.00

JAGGED ALLIANCE SIR
Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, is under the control of the evil adn traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. *IBM Requires: CD-ROM, 4mbRAM, hard disk, 486/33 or better, mouse, VGA* IBM - $30.00

MASTER OF ORION MIC
In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboroughing stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetology includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. *IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, CD-ROM.* IBM - $30.00
Masters of Orion/UFO Twin Pack *Requires as above + CD-ROM.* IBM - $90.00

MECHWARRIOR II ACT
About two years ago Activision recalled their almost completed game in embarrassment, and since then they have *completely* redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95, Microsoft compatible mouse.* IBM - $90.00
Mechwarrior II Expansion Pack Emerge victorious in over 12 devastating missions against incredible odds to avenge Clan Ghost Bear's damaged honor. Over 12 new battlemechs, including the Behemoth. With new weapons systems. There are ten new worlds, including underwater, snow and space. *IBM Requires as above.* $50.00
The Big Mech Pack Contains Mechwarrior II, Mechwarrior Expansion, and NetMech. $99.00
Mechwarrior II Pentium Edition With NetMech ACT
As Mechwarrior II, except you can also play head to head via modem or network in 14 unique scenarios. Engage in 8-player network missions in teams or free for alls! *IBM Requires: Win'95, Pentium, 12mb RAM, CD-ROM, hard disk, mouse, SVGA* $99.00

MISSION FORCE CYBERSTORM SIE
This is a stunning strategy game set in the Earthsiege universe, presented like a 3-D wargame with terrain hexes. You are the leader of a group of up to 26 hercs, (mechs), as you battle through an unlimited number of randomly generated deadly scenarios, taking on the vile Cybrids. You can purchase and upgrade over 75 special weapons to create the ultimate fighting machines. You can even completely customize your herc mechs, genetically alter your pilots, and engage in battles across multiple worlds, and play over network or modem. *IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, Win'95, SVGA.* $85.00

MORTAL COIL VIC
Lead your team to defend planet Earth from alien attack, but be warned, just brawn won't overcome - you will have to use your brain! This is an action packed shoot-em-up that allows real time strategy in a free roaming environment. Enemy respond to your moves with intelligence and with varying patterns of behaviour. You control a team, and can jump from character to character, and send other characters off by themselves. *IBM Requires: 486/33, CD-ROM, 4mbRAM, SVGA, hard disk.* $90.00

REBEL ASSAULT Star Wars LUC
The original action arcade game for CD-ROM, now re-released.You trake control of four Star Wars vehicles in a variety of challenging encounters with Imperial forces. Graphics and sound are stunning, and includes movie footage from Star Wars. *IBM Requires: 386+, 4mbRAM, VGA, CD-ROM.* IBM - $50.00

REBEL ASSAULT II Star Wars LUC
Sequel to the above. An all new live-action video-style computer game. With different difficulty levels, theatrical music, you fly X-Wings, B-Wings, speeder bikes and the Millenium Falcon, you fight Stormtroopers, TIE fighters, and a Super Star-Destroyer; you visit unexplored regions, both in deep space and on new worlds. Note: this game requires good co-ordination. If you are not seven years old, you may have a bit of difficulty. *IBM Requires: 486/50, 8mbRAM, CD-ROM.* IBM - $90.00

RED GHOST EMP
Looks a bit like *Command and Conquer*. You control 18 characters with their own personalities and kills. You have to infiltrate and destroy the Red Ghost terrorists, who have arisen from secret bases to destroy the world as we know it. You need to assess the info provided in the game, and then devise and execute a strategy to neutralise the enemy power supplies, road systems, communication networks, & radar installations. Capture and use

enemy equipment and engage in furious hightech battles. *IBM Requires: 486/33, CD-ROM, 8mbRAM, SVGA.* IBM - $90.00

RENEGADE Battle For Jacob's Star SSI
Set in FASA's Renegade Legion universe. This is a flight simulator, not a wargame. Features SVGA graphics, 3D rendered cinematics, digitized voices, space combat from a first person viewpoint, multiple levels of difficulty, a flight simulator for practice. You command a squadron of Renegade fighters against the overwhelming Terran Overlord Government. *IBM Requires: 486/33, 4 mbRAM, SVGA, hard disk, CD-ROM.* IBM - $40.00

RESURRECTION RISE 2 AKL
A futuristic beat-em-up street fighting game like Streetfighter. You play the part of one of 18 different cyborgs, where you are armed to the teeth with head-mounted freeze lasers, plasma disruptors, electrical ground spikes, molecular distortion blows, acid spits, dismemberment and twin arm-mounted 35mm depleted uranium firing guns. There are 300 different moves possible. *IBM Requires: 486/33, 4mbRAM, VGA, CD.* $90.00

SHADOW OF THE EMPEROR BLUE
This is BATTLE ISLE # 3, the third game in the excellent Battle Isle series of computer wargames. A new period of aggression looks imminent, the battle for Chromos is about to begin again. You are plunged head first into a world of politics, intrigue and lust for power, and futuristic combat. In your way are the massed armies of the Drullian nationalist, Ben Haris. You must defeat him by successfully guiding your troops through a campaign of twenty fierce battles, using the engine of one player moves while the other plots his firing, and then they swap. *IBM Requires: 486/33, VGA, 8bmRAM, CD-ROM, Windows 3.11 or '95.* IBM - $90.00

SHELLSHOCK CORE
Being the rookie member of a mercenary tank force is not easy, and these guys aren't going to give you any special treatment. You'll be taking an all expenses paid trip to global war zones and the chance to prove you're capable of handling the M13 Predator Tank over the 25 increasingly difficult missions.You can upgrade your tank back at base after missions. *IBM Requires: 486/33, CD-ROM, 8mbRAM, hard disk.* $70.00

SPACE BUCKS SIE
Your goal as a shipping baron in space is total galactic transport supremacy.It's the last frontier, and the galaxy is wide open. Your budding transport company has one ship and one starport, and from this humble beginning an empire can be built. You compete against three computer opponents. Find the right balance between custom designing your own spaceships to optimizing cargo and fighting off space pirates. New technologies allow you to upgrade your ships. You need to grab the most profitable trade routes and cargo, negotiate with bizzare alien races, build and expand starpots, smash the competition with covert operations, and there is a random map generator. *IBM Requires: Win 3.1+, 486/33, 8mbRAM, hard disk, SVGA, CD-ROM.* $90.00

STAR TREK Deep Space 9: Harbinger VIA
You are a Tirrion envoy of the elite Federation Diplomatic Corps. Joining forces with the crew of Deep Space Nine, you battle deadly unmanned drones, track down a murderer on the space station and match strategies with mysterious aliens. All in a struggle to save a Gamma Quadrant race from annihilation and prevent the station from suffering the same fate. With stunning graphics, actual voices of the cast, etc. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* $90.00

STAR TREK JUDGEMENT RITES INT
Includes an interactive interview with both Gene Roddenberry and Leonard Nimoy; speechs of characters from the original series; the complete Star Trek Judgement Rites adventure game, a collector's pin; a behind the scenes video, and also includes the complete episodes of *Errand of Mercy* and *City on the Edge of Forever* on PAL video. *IBM Requires: 486/25, 4mbRAM, SVGA, CD-ROM.* IBM - $99.00

STAR TREK: NEXT GENERATION A Final Unity
With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* $90.00

TEKWAR INT
Welcome to the New LA in the future, from William Shatner's best-selling novels. In this "Doom-style" adventure, you battle corrupt Tek Lords and their minions, criminals destroying the population with Tek, a mind altering drug. Embark on hazadous, strategic missions to gather clues, unravel puzzles and interact with this virtual city. Shatner himself stars in the game, as your boss. *IBM Requires:486/50, 8mbRAM, SVGA, CD-ROM, hard disk.* IBM - $50.00

TERRANOVA Strike Force Centauri GLA
From the creators of System Shock comes another stunning production. Suit up in Scout, Standard or Heavy Hi-tech Powered Battle Armor depending upon your mission. Each suit is packed with state of the art firepower. Take charge of a crack unit of Strike Force commandos and embark on many different types of missions, from scouting to assaults. The environment is fully rendered 3D and looks stunning. Rain falls, lightning strikes, clouds race across alien skies. You fight across alien world and conducting a dig, only to find that something is alive...*IBM Requires: 486/66, CD-ROM, 8mbRAM.* IBM - $90.00

THE TERMINATOR - FUTURE SHOCK BET
Your in Los Angeles in 2015, and you are one of John Connor's soldiers fighting against Skynet. Using a Doom-like engine, you experience 3D action like never before. Run across rolling landscapes, explore ruined buildings, infiltrate Terminator outposts, drive through the wreckage of downtown LA and even capture and fly an HK hovercraft. You have 17 weapons to choose from, twenty types of terminators and other robots to fight, great storyline and mission briefings. *IBM Requires: 486/50, 8mbRAM, CDROM, SVGA, hard disk.* $90.00

TIE FIGHTER COLLECTOR'S CD-ROM LUC
Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* IBM - $90.00

THIS MEANS WAR MIC
An amusing game set in post holocaust Earth. With a feel of *Command & Conquer*, the world (or what's left of it) is being ravaged by a few warped, crazy and brilliant megalomaniacs who have built up large forces of tanks, guns, and soldies. You create your own military industrial complex, then take up arms to smash the strongholds of all who oppose who. Features real-time action PLUS a Windows interface which makes gameplay more authentic. You begin with war torn jeeps and build up to an arsenal of hover tanks, tanks, fighter aircraft, heavy infantry, marines, etc. You get to fight over the whole world. *IBM Requires: 486/66+, Windows 3.1+, CDROM, 8mbRAM, SVGA, hard disk.* $90.00

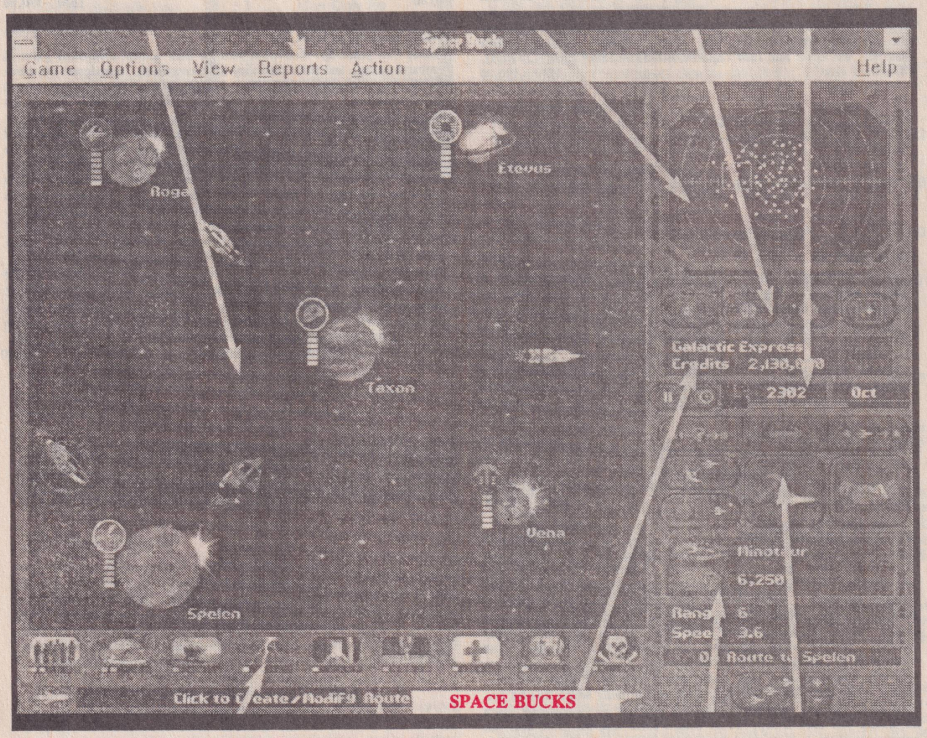
WING COMMANDER SPECIAL CD-ROM ORI
A special pack for Wing Commander, on CD-ROM. Contains Wing Commander I, Secret Missions 1 & 2, WIng Commander II, Speech Pack, Special Operations 1 & 2. *Requires IBM, CD-ROM, 386+, hard disk, VGA, mouse.* IBM - $30.00

WING COMMANDER PRIVATEER & STRIKER COMMANDER SSI
A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer, Speech Pack, Righteous-Fire Add-On Missions,* and the more true to life *Strike Commander, Speech Pack & Tactical Operations Add-On Missions. IBM Requires: hard disk, VGA, CD-ROM, 486+, 8mbRAM.* IBM - $35.00

WING COMMANDER III Heart of the Tiger ORI
Wing Commander III comes with four CD-ROM disks - thats over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can hit a moving target. Some of the wingmen, such as Hobbes, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. *IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50 +, mouse, hard disk.* $50.00

WING COMMANDER IV ORI
The Kilrathi war may be over, but back home nothing is the same. There's trouble in the Border Worlds. Civl War seems imminent. You have to decide how to save the confederation - or if it should be saved at all! Who is the Conderation traitor, and what is his purpose? With improved cinematic techniques and photo-realistic graphics with a story of intrigue, betrayal and death. Includes Mark Hamill, interactive plot, greater control of missions and drama, 50 missions, all new fighters, new weapons, new characters as well as old character, etc. *IBM Requires: 8mbRAM, hard disk, CD-ROM, 486/75+, SVGA, mouse.* $100.00
WCIV Official Guide Book Detailed maps and explanations of all missions, mission flow-chart, 48 pages of photos from the full motion video, combat tactics, personnel details, etc. $30.00

X-WING COLLECTOR's CD-ROM LUC
The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA.* $90.00



SPACE BUCKS

SPACE HULK ELA
The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. *Requires CD-ROM.* IBM - $30.00

SPACE HULK Vengeance of the Blood Angels ELA
A brand new, free scrolling game of Space Hulk! A huge and out of control derelict space ship is racing towards the Imperial planet Delvar III. The honor has befallen the Blood Angels chapter of Imperial Space Marines to board this gargantuan Space Hulk, battle through hordes of Genestealers, divert it from its course, and save the planet from certain infestation and destruction. With full, 3-D free scrolling, interactive first person combat, a complex campaign, training missions, great sound effects and voices, 10 player network play, "Freeze time" for giving orders, and your troopers when set on overwatch actually manage to guard corridors and rooms! But don't let those little Genestealers get too close, or it will be the last thing you see. They include purestrain genestealers, hybrids armed with bolters, the Magus, the Patriarch, and Chaos Space Marines in Space Marine armor and bolters. A new weapon is the Grenade Launcher. *IBM Requires: Win'95, Pentium, 8mbRAM, SVGA, CD-ROM, hard disk* $80.00

battlefields on four worlds, where in 39 scenarios you must win to succeed! *IBM Requires: Pentium 60, 2X CDROM, 8mbRAM, VESA SVGA, Microsoft Compatible mouse, 30mb Hard disk space.* $109.00

TERROR FOR THE DEEP MIC
Tense? Nervous? Terrified? You will be! The year is 2040 (OK, so this game should be in the sci-fi heading, but what the heck). Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the worlds oceans. You are the Commander of X-COM: the organisation commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater misisons, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. *IBM Requires: VGA, hard disk, CD-ROM, 386 +, 6 mbRAM.* $90.00

THE DIG LUC
A deep space adventure by Sean Clark in collaboration with filmmaker Steven Speilberg and George Lucas. We won't say much about this thriller set in the deeps of space, except to say that after a strange asteroid enters into orbit around the Earth, things start going wrong, and eventually leading to a group of adventurers visiting a bizzare and apparently lifeless

FANTASY

AFTERLIFE LUC
Like Simcity, except this time you manage two worlds, heaven and hell. You have to keep billions of souls happy by giving them the rewards nd punishments they deserve. Includes over 200 artistically rendered rewards and punishments, nearly 300 detailed tiles and buildings, more maps, graphs and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game. Like Simcity, you must keep your souls happy, or they will leave in droves and your city will die. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA, hard disk.* $92.50

ANVIL OF DAWN NEW
You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wits you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles,

overcoming traps, and enjoying the beauty and scope of outdoor scenes. *IBM Requires: 486/33, 4mbRAM, VGA, hard disk.* IBM - $80.00

ARENA - Deluxe Edition BET

Oh wow! This deluxe version of Arena not only includes the complete Arena game (as described in previous catalogs) but also has the 'Codex Scientia' hint book - and wait for it - an 'Empire of Tamriel ' mouse pad! Oh please, hold me back! The game is a huge fantasy game of exploration and slugfesting, with a Doom style interface and cinematic storyline. *IBM Requires: 386, 4mbRAM, VGA, hard disk, CD-ROM.* IBM - $90.00

BAD MOJO RAP

The game where you play as a cockroach! You start in a seedy dilapidated bar in San Francisco, where your dreams of escape are about to be realised. But remembering one last keepsake, you are suddenly seized by its magic and you are transformed completely into a normal sized cockroach. You then embark on a perilous journey of mystery and discovery. How did this happen to you, and how do you reverse the process.Your exploration begins in a strange sewer, and the game book includes clues if you need them. *IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, Win 3.1+, CD ROM* $90.00

BETRAYAL AT KRONDOR DYN

Dynamix has combined with Raymond E Fiest, the author of the Riftwar Saga *(Magician)*, to create a revoluntionary fantasy RPG experience, with a new storyline from Raymond E Fiest. Features digitised actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters totalling 100+ hours of game play; 224 million square feet of forested trails, snow covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. *IBM Requires: 386+, CD-ROM, VGA, 4mbRAM, Windows.* IBM - $50.00

BLOOD BOWL MIC

The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp cam, single or two player competition, head to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nutso on this game. *IBM Requires: 486+, 4mbRAM, VGA, hard disk, CD-ROM.* $70.00

CAMPAIGN CARTOGRAPHER PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. *IBM Reqs: hard disk, 3.5" FDD, VGA, mouse, 486+.* $129.00

DUNGEON DESIGNER An add-on for *CC*. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. *Requires as above.* IBM - $50.00

CITY DESIGNER Add-on for CC.The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. *Requires as above.* $67.00

CC-FONTS A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrilic fonts, Astrological, Modern Mapping and Meteorological symbols. $30.00

CHRONICLES OF THE SWORD PSY

Take a solemn oath to serve king, God and country. Embark on a valiant journey from Camelot to Lyonesse, and aid the struggle of virtue against malignant sorcery, in a legendary tale of magic, mystery and murder. This adventure is based on the Legends of King Arther, with stunning graphics and 3D characters, 100 historically accurate English locations. *IBM Requires: 486/66, CDROM, 4mbRAM, SVGA, mouse.* $90.00

CRITICS CHOICE MET

With 5 great fantasy strategy games. *Archon Ultra*, a fantasy game of chess where arcade action resolves the battles between pieces, *Ultimate Domain*, an ancient or medieval versio of *Populous*, *Dark Legions*, which is a huge punch up between a host of fantasy besties (a bit like *Streetfighter* in AD&D world), *Serf City*, a mesmerizing little game of building a medieval empire, and *Chessmaster 3000*. Ok, so that one's not fantasy, but as the other 4 are, I thought the fantasy section was the place to put them. *IBM Requires: CD-ROM, 386+, hard disk, VGA, 4mbRAM.* $30.00

D AKL

A contemporary fantasy horror. A doctor has gone insane, his innocent daughter is seeking something. She is about to enter the darkness forever, as she searches every corner of a graphically superb house. Secrets and puzzles abound, along with horror, death, and insanity. *IBM Requires: 486/66, 4mbRAM, CD-ROM, hard disk, SVGA.* $70.00

DEATH GATE LEG

Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and asundered the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Patryns, trapped in the nightmarish prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. *IBM Requires: CD-ROM, 386+, 4mbRAM,mouse, VGA.* $50.00

DUNGEON MASTER II INT

Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. *IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, VGA.* $90.00

FANTASY GENERAL SSI

Ooh, ooh! Damn! I wish I had 8meg of RAM. This would be the next game to grace my computer. This game looks magnificent. It is a fantasy wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals; light infantry such as skeletons, auxilia, javelinmen, ratmen; cavalry include lancers, centaur knights, unicorns, cataphractoi; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. *IBM Requires: 386/40+, 8mbRAM, VESA SVGA,CDROM, hard disk, mouse.* $50.00

FLIGHT OF THE AMAZON QUEEN REN

An animated graphic adventure, an irreverent pastiche of the adventure serials that were popular in the 1940s, it is brimming with fun filled action and a progressively difficult level of play. The game has over 100 different graphic locations with over 40 characters with which to interact. The story progresses through the use of full screen cutaway sequences giving the game dramatic depth. One of our staff played it and he raves about it. *IBM Requires: 386/33, VGA, CD-ROM, 4mbRAM, hard disk.* $35.00

FRANKENSTEIN Through the Eyes of the Monster INT

Tim Curry of the Rocky Horror Picture Show stars in this classic monster tale reborn with a wicked twist...you are the monster. From your first waking thoughts, to the crazed ranting of your creator, you will see, hear and experience an adventure like nothing before. Move freely through an amazingly realistic world. Search books and notes for clues to your past. *IBM Requires: 486/33, 8mbRAM, CD-ROM, Windows.* IBM - $90.00

HEROES OF MIGHT AND MAGIC NEW

Conquer the worlds of Might ang Magic. The realms of Might and Magic are expanding. New lands have been discovered and you must rise tothe challenge of conquering them. Beware for many warlords have risen to test your leadership and tactics. You must carefully manage all the resources at your disposal or you will surely be defeated. With SVGA graphics, multiple worlds to explore and conquer, customized computer opponents, over two dozen monster types, unlimited replay, etc. *IBM Requires: 486/33, 8mbRAM, CD, SVGA.* IBM - $80.00

HEROES OF M&M Windows '95 *Requires Win'95.* $80.00

HEROES OF M&M Official Strategy Guide Book $45.00

HERETIC/DOOM Double Pack idSoftware

Contains Doom I plus the 4th level found in Ultimate Doom; and the complete Heretic game plus two all new episodes. *IBM Requires: 486/66, CD-ROM, 8mbRAM, hard disk, SVGA.* $75.00

HEXEN - Beyond Heretic idSoftware

The sequel to the extremely successful and popular game Heretic. With tons of stunning new graphic, world details, and beasties. The story background is that while you were battling the evil forces of D'Sparil, the other Serpent Raiders were busy sowing the seeds of destruction in other dimensions. One such dimension is the decaying world where Hexen takes place. A world littered with the mangled corpes of unbelievers and inhabited by the undead followers that excuted them. Only three humans, a warrior, a mage, and a cleric have escaped the leaders' wicious (oops - vicious) spell. Now these three brave (or stupid) souls have sworn to crush the evil regime that threatens to destroy the world for ever. Separated upon entering the mystical portal, the three are forced to attempt on their own what they had hoped to do together: find Korax's stronghold, destroy him, and restore order in the physical world. With wild superhuman powers, lethal weapons, you can run and fly, you go through earthquakes, crumbling bridges, and fog. You track down powerful artifacts and cast wicked spells (one turns your opponents into pigs!), and you can play via modem or network. *IBM Requires: 486/33, 8mbRAM, CD-ROM.* $30.00

HERETIC Shadow of the Serpent Riders idSoftware

The Heretic saga comes to its evil conclusion with this sequel. In a twisted medieval dimension, undead creatures and bestial horrors have done the unthinkable, callously slaughtering your entire race. Your friends, your family. Eliminated. But the nightmare has just begun. Wielding ungodly weapons such as the Firemace or Hellstaff and casting spells from Tomes of Power, you must seek vengeance. Or die trying. *IBM Requires: 486/33, 4mbRAM, hard disk, VGA, CD-ROM.* $95.00

KING'S QUEST VII SIE

Amazing animation and an incredible soundtrack surround this engagin story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. *IBM Requires: 486, CD-ROM, 8mbRAM, hard disk.* IBM - $50.00

KINGDOM AT WAR MAN

Civil war rages across a kingdom desperate for one strong king to unite the land. From your castle you must conquer or be conquered as armies clash, towns are taken and castles besieged. You must be master of both strategy and tactics to win control of new lands as well as defend and maintain those already captured. This is a world of swords and sorcery for up to six players. Includes elves, dwarves, and other fantastic creatures as well as man. *IBM Requires: 386+, 3mbRAM, CDROM, hard disk, VGA.* $67.50

KNIGHT'S CHASE INF

Explore the eerie museum of the Middle Ages. Dodge the deadly blows of the grim Black Knights. Rescue your fiancee Juliette from the claws of the Inquisition. Back through time, clash with Wolfram, the lord of the dark forces. But take care! To return to 1995, only one path exists - the time gate. Real time 3D characters, more than 300 settings and 50 characters, adjustable difficulty level, etc. *IBM Requires: 486/33, 8mbRAM,VGA, hard disk, CDROM.* $90.00

MAGIC CARPET II BUL

You're flying just feet above real landscapes. There's a dragon in front of you, killer crabs behind and some guy on a another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling fight to the death; a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2 - 8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. (This version includes *The Hidden Worlds - Add on mission with a new ice age. All spells have been upgraded in power. Plus there's a new Homing Meteor that always hits its target. You'll need it. There are 35 new worlds, 25 single player, and 10 multi-player. The bees are angrier, wyverns more wicked, and more powerful wizards.)* *IBM requires: 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse.* IBM - $90.00

Magic Carpet 1&2 Official Player's Guide 316 page book. $30.00

MASTER OF MAGIC MIC

This game could well be the game of the year. Its basically a fantasy version of *Master or Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darkner nature where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. *IBM requires: 386+, 2mb RAM, CD-ROM, VGA, mouse, hard disk.* $90.00

MIGHT & MAGIC TRILOGY NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* $50.00

MYST BRO

Journey in this game to an island world surrealisttically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 386/33 +, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. IBM - $90.00

NOCTROPOLIS FLA

For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Tophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. IBM requires; 386DX33 +, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. IBM - $25.00 Noctropolis Clue Book $25.00

PHANTASMAGORIA SIE

For ages 17 + only, containing adult themes (and banned from being sold in some states.). The game features a frighteningly believable, ominous adventure. What begins as a dream soon becomes a nightmare. Horror unfolds in taut gripping chapters filling 7 CDs. Built-in hint option moves you quickly through dazzling 3-D rendered scenes. Lush realism and a haunting soundtrack create a nightmare you won't forget. *IBM Requires: Windows 3.1, CD-ROM, 486, SVGA, hard disk, 4mbRAM.* $90.00

SHANNARA LEG

Written as a sequel to *The Sword of Shannara*. Brona, the ancient Warlock King, has returned. Now only the combined magic of the races can stop him. You play Jak Ohmsford, but the price you must pay to save your homeland is much higher than you imagined. With more than 30 actors, great 3D morphs and animations, evil monsters to battle. *IBM Requires: 486/33, 4mbRAM,CD-ROM, SVGA.* IBM - $80.00

STONEKEEP INT

Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers, and subterranean realms of faeries, magic and the living dead. You'll discover a world where darkenss reigns and where you become part of a detailed storyline that unfolds to your comands. Defeat Evil, reclaim your immortal soul and experience the adventure. *IBM: 486/33,CD-ROM,8mbRAM,VGA,hard disk.* $90.00

THE 11th HOUR INT

In the 70 desolate years since the horrifying murders chronicled in *The 7th Guest*, the town of Harley has been ominously silent. Only when journalist Robin Morales vanishes while investigating the rotting abandoned mansion of legendary toy maker Henry Stauf, do events resurrect the malignant past. As Robin's colleague and lover, Carl Denning, you come to the ravaged estate to find her. What you uncover in its decaying chambers embroils the entire town in a deadly legacy of madness. *IBM requires: 486/66, 8mbRAM, CD-ROM, SVGA.* IBM - $90.00

THE BEAST WITHIN SIE

Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murdesr throught to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. *IBM: CD-ROM, 486, 8mbRAM, SVGA.* $90.00

THE DARK EYE TIM

A role playing adventure game set in a haunting nightmare world of murder and malevolence. Players are challenged to unlock their fates within a twisted labyrinth populated by dozens of characters and channeled by plots and points of view inspired by the works of Edgar Allan Poe. The incredible 3D animated realm features hundreds of views in four separate story worlds. Explore the minds of murderers, madmen, and their terrified victims as another layer of suspence is revealed. *IBM Requires: Windows 3.1+, 486/33+, CDROM, 8mbRAM, SVGA.* $90.00

THUNDERSCAPE SSI

SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechamagic, the crude but effective marriage of steam-age technology and powerful sorcerery, Aden is a huge world of unbridled imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. *IBM Requires: CD-ROM, 8mbRAM, hard disk, VGA, mouse.* IBM - $40.00

◗ **ENTOMORPH** A complete stand alone game, but the 2nd in the Thunderscape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. *IBM Requires: Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk.* IBM - $40.00

ULTIMA VIII: Pagan ORI

TIme and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. Requires: 3.5" FDD, 386DX33 or better, hard disk, VGA. IBM - $15.00

◗ **ULTIMA VIII on CD-ROM with Speech Pack** IBM - $30.00

WARCRAFT II Tides of Darkness BLI
Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues, Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* IBM - $90.00

WARCRAFT II EXPANSION SET The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcish Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. *IBM Requries: as above.* $50.00

WARLORDS II SSG
For 1 - 8 players, any of which can be computer controlled. Computer intelligence is good. An amusing option when playing against computer opponents is *I am the Greatest*, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is unlimited random maps. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the players - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Heroes still romp around the map looking for talismans and allies. to stop them!) The game contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. *Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM.*
IBM - $40.00 MAC - $80.00
Warlords II Official Strategy Guide 316 pages. $40.00

WARLORDS II DELUXE As above, but also including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. *IBM Requires: CD-ROM, 4mbRAM, 386+, VESA SVGA.* IBM - $90.00

WARLORDS II SCENARIO BUILDER SSG
With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit anyof the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse. IBM - $30.00

WARHAMMER Shadow of the Horned Rat MIN
Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. Being a Windows '95 only game, you can also resize any of the screens, and therefore have the battlescreen fill the whole screen. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Regiments gain experience if they actually score kills in a battle and then survive. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. Battle Magic is included, as is the usual Warhammer Psychology rules, etc. Looks great! *IBM Requires: Windows '95, 486/66, 8mbRAM, SVGA.* $50.00

WIZARDRY GOLD SIR
A true roleplaying game on computer, where you roleplay DW Bradley's award winning and acclaimed classic epic, Crusaders of the Dark Savant. You lead a group of six characters, chosen from amongst fantasy races and professions, on the world of Lost Guardia, where they will meet several or all of the creatures who inhabit the land, as you search for the location of the Astral Dominae. Features automapping and interactive hint guide. and a deep storyline. *IBM Requires: Win 3.1+, 486/33, 8mbRAM, SVGA, CD-ROM, hard disk.* $80.00

ZORK NEMESIS ACT
Evil rules the Forbidden Lands. Here, the souls of the empire's great alchemists lie in perpetual hell...at the hands of the Nemesis demon. Now the forces of the underground beckon you to uncover the mystery behind the Nemesis' curse. Travel through five mind-bending worlds including 65 puzzles and 40 hours of game play to discover that ancient secret of alchemy that wll free the trapped souls from evil's grip...before the Nemesis imprisons you with the others, for eternity. Features Hollywood actors and free scrolling. *IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, SVGA.* $95.00

Advanced Dungeons & Dragons

AD&D COLLECTORS EDITION SSI
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance, Curse of the Azure Bonds, Secret of the Silver Blades* and *Pools of Darkness;* (Dragonlance) *Champions of Krynn, Death Knights of Krynn,* and *The Dark Queen of Krynn*; and (Savage Frontier) *Gaieway to the Savage Frontier,* and *Treasures of the Savage Frontier.* You can transfer characters from one game to the next within each epic. *IBM Requires: 2mbRAM, CD-ROM. EGA/VGA, hard disk.* IBM - $60.00

AD&D DEATH KEEP SSI
AD&D Dungeon delving the way you like it - fast, furious and fun. An evil necromancer has escaped his icy prison and is wreaking havo upon the surrounding lands. Prepare to fight your way through more than 25 eerie dungeons, each with 8 levels to explore. Including icy caverns, 3 ominous towers, and a fantastic final dungeon. Over 30 types of monsters. You can jump, fly, and even fall. *IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA, hard disk.* $50.00

AD&D EYE OF THE BEHOLDER TRILOGY SSI
The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB#1 you experience the AD&D world like never before; in EOB#2 the bigger adventure includes a forest, temple, catacomb and three huge towers; in EOB#3 you are transported to the ruined city of Myth Drannor. *IBM: CD-ROM.* $60.00

AD&D MASTERPIECE COLLECTION SSI
Another game with 4 CDs and six of the biggest and best AD&D computer games. You'll immerse yourself in the AD&D world for endless hours. Includes *Dark Sun Shattered Lands,* its sequel *Dark Sun Wake of the Ravager, Ravenloft Strahd's Possession,* the sequel *Ravenloft Stone Prophet, Forgotten Realms Menzoberranzan,* and lastly *Al-Qadim Genie's Curse.* Now that's good value! *IBM Requires: 386/40, CD-ROM, 4mbRAM, hard disk, VGA.* IBM - $60.00

AD&D ULTIMATE FANTASY SSI
Five popular AD&D games all in one package - on 5 CDs. They are *Dark Sun Shattered Lands, Fantasy Empires* (an empire building conquest game of AD&D), *Dungeon Hack* (with a random dungeon generator), *Stronghold* (a cute game that is like a cross between Simcity and Populous), and *Unlimited Adventures* (where you design your own RPG adventures on computer.) *IBM: 386, CD-ROM, 2mbRAM.* IBM - $60.00

MISCELLANEOUS

1830 Railroads & Robber Barons AH
Computerised version of Avalon Hill's popular train game. Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest robber barons will try to stop you by undercutting your lines and buyingout your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of competition. Up to six human or computer opponents. Random maps. *IBM Requires: 386+, 4mbRAM, 3.5" FDD, VGA, mouse.* $90.00

ALONE IN THE DARK TRILOGY INF
All three games of Alone in the Dark, where you play the Supernatural Private Eye Edward Carnby and solve his macabre investigations. You must remove evil from a haunted house, save an 8 year old girl from voodoo kidnappers, and solve the mystery of a haunted ghost town. An arcade adventure game with 3D real time animation, 3D characters and objects, etc. *IBM Requires: 386/33, 4mbRAM, CDROM.* $80.00

AWARD WINNERS PLANTINUM EDITION MET
Three very popular games all put together on the one CD. *Frontier Elite II*, where you play the role of a space trader dealing in all sorts of goodies, legal or not, with stunning graphics and once bitten, you play the game for days, nights or months. Also *Civilization*, the famous game where you start off 4000 BC with one tribe and try to take it all the way through til the current era. This game will also keep you up until all hours in the morning. And lastly, *Lemmings*, a modern day classic, a massive and truly mindboggling game of multiple skill levels. Totally addictive and easy to control yet it will have you pulling out your hair in frustration. *IBM Requires: CD-ROM, 386+, VGA.* IBM - $45.00

BAD DAY ON THE MIDWAY INS
A weird and twisted game about a group of outlaws and outcasts caught eternally in a warped carnival of doom. Timmy - his hamster has three legs, his goldfish froze to death, why is he happy? Ted, his mother is a human log, is that why his skin is so strange? IRS man - who was his lost love and why was she found hiding under a car? Dagmar - why is this cynical stripper covered with tattoos of dogs. Beware, nothing is as it seems. *IBM Requires: Win 3.1+, 486/33, 8mbRAM, CD-ROM.* $90.00

BULLFROG PAK BUL
Six CDs are in this game, giving you six titles from Europe's # 1 computer developer. Includes *Theme Park*, where you design and build the greatest amusement park in the world; *Populous*, a cute game of epic proportions where you play the part of a god, leading your faithful followers through world after world, guiding them to build, populate, and conquer; *Populous II*, similar to # 1, but this time you fight against the Greek gods, each with their own powers and strengths, etc; *Powermonger*, in similar style to Populous, except this time its set in WW1; *Syndicate*, see description in the Sci-Fi Section; and lastly a *Magic Carpet Demo*. *IBM Requires: CD-ROM, hard disk, 4mbRAM, VGA, 386+, mouse.* IBM - $60.00

CRICKET '96 EA
The most realistic cricket game to hit the PC. 4 different types of games, including fast, matches, test matches and the world challenge. There are full motion video pop-up windows that highlight all the action. Humorous dialogue from the commentators take you through every game. You can setup your own team, including field layout. You can save the game at any time, and up to three can play. You choose what sort of hit your batsman makes, how to bowl each ball, whether your batsman runs or not, etc. *IBM Requires 486/33, CD-ROM, 8mbRAM, hard disk.* IBM - $90.00

DEMOLITION DERBY PSY
With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigours of a full Championship season and pit your wits aginst a motley crew of psycho-waster racers such as the Suicide Squaddies, Skum and The Optician as you storm up the rankings from Rookie to Pro. Can be played two player with a serial link. *IBM Requires: VGA, 8mbRAM, 486, CD-ROM.* $90.00

HOYLE'S CLASSIC GAMES SIE
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Bakgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. *IBM Requires: Windows, 486/33, 8mbRAM, SVGA, CD-ROM.* IBM - $90.00

MEGAPAK 5 MEG
Contains 10 of the best selling and best known PC action, adventure, and strategy games. (All recent ones too.) They are *Terminal Velocity, Flight Unlimited, Primal Rage, Pinball Fantasies, Jagged Alliance, FX-Fighter, Warlords II Deluxe, Great Naval Battles IV, Pool Champion,* and *Entomorph. IBM Requires: 486/66, CDROM, 8mbRAM, etc.* $84.00

MINDSCAPE'S BIG 16 MIN
Sixteen CD-ROMs each containing one complete game. The game are a great mix, and include Alien Logic, MegaRace, Metal Marines, Commander Blood, Ultimate Domain, Crystal Caliburn Pinball, JetFighter II, Tom Landry Strategy Football, Casino Master Multimedia, D/Generation, Pac In Time, Puzzle Power, Savage Warriors, Dragon Lore, Legions, and The Psychotron. *IBM Requires: 486/25+, 4mb RAM, hard disk, Dos or Win 3.1 +, CD-ROM, Mouse, SVGA.* $70.00

POLICE QUEST: SWAT SIE
You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this renlentless adrenaline-pumping action firsthand as you eing your training as a SWAT officer. After instruction in actual SWAT tactics and target training sessions your skills will be called into action in multiple scenarios and career-advancing missions. With lots of digitised footage of real actors. *IBM Requires: 486/33, 8mbRAM, SVGA, CD-ROM.* IBM - $90.00

POWER, CORRUPTION & LIES MIC
Four complete games in one box. They are DUNE II (strategy based empire building), BENEATH A STEEL SKY (SF thriller where your character tries to uncover secrets and lies), FLEET DEFENDER (modern flight sim) and UFO (bit like X-Files). *IBM Requires: 386, 4mbRAM, VGA, CDROM, Dos 5.0, hard disk.* $90.00

RIPPER GAM
Jack the Ripper is back. The year is 2040. A vkcious serial killer stalks the seedy, cybertech streets of New York, disembowling his victims and vanishing without a trace. It is up to you to find him. Features 6 CDs, 3 hours of full motion video, 4 different endings, great music, 1st person perspective, lots of interactive puzzles and combat, a cast of Hollywood actors. *IBM Requires: 486/50+, CDROM, VESA SVGA, hard disk, 8mbRAM, mouse.* $90.00

SIMISLE MAX
You're the king of the rainforest. So what are you going to do? You'd better decide fast because there are miners, poachers, petrochemical companies, endangered species, tourists, polluters, ecologists, natural disasters and even UFOs, all vying for your attention - and for your resources. With teams of agents at your command, you'll embark on missions to determine the fate of a series of island rainforests. *IBM Requires 486/33, CD-ROM, 8mbRAM, SVGA.* $60.00

SIMCITY 2000 CD Collection MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - $90.00
S!ZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. $45.00

SIMTOWER MAX
A cute "Sim" game in which you are responsible for building and developing one skyscraper, or tower. You start by building a small office complex-a lobby, a few offices and a cafe. expand by adding more floors, more offices, and elevators. Then diversify to hotel rooms, shops, theaters, restaurants, condos, etc. To succeed you'll need to keep your customers happy. *IBM: 386, CD-ROM, Windows 3.1+, 4mbRAM.* $50.00

THE ESSENTIAL SELECTION: BUSINESS EA
With two business games in the one package. *Transport Tycoon* where you enter a vast, randomly generated world of towns and raw materials, where you attempt to establish a vast empire of stations, airports, docks, rail, air, road, and ship networks. And *ThemePark*, where you attempt to build a themepark that will beat all of its competitors in attracking the public. *IBM Requires: 486, 4mbRAM, SVGA, CD-ROM.* IBM - $75.00

THE LUCAS ARTS ARCHIVES Vol I LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* IBM - $60.00

THE NEED FOR SPEED EA
Road & Track magazine and Electronic Arts have together brought us this realistic racing game in eight of the world's most exciting supercars. The game accurately simulates each car's handling, acceleration, body roll and lateral-g capability and performs likes it's real-life counterpart. Graphics are stunning, both of the cars and the scenery. With 4 racing views, 6 tracks, 4 racing modes, head-to-head via modem or null modem, etc! *IBM Requires: 486/66, 8mbRAM, CD-ROM, SVGA.* IBM - $90.00

WACKY WHEELS SOF
This is the shareware version. Now, although this game is designed for children, it's adults that I've seen playing it. Myself included! I did the driving and accelerating while my wife controlled the hedgehog cannon. You play the part of an animal, such as an elephant, moose, panda, or my favorite - the shark! driving a little Formula One car. There are several race causes, which include oil slicks, obstacles, under water driving (you turn into a cute little submarine with periscope), and you can pick up hedgehogs by driving into them, and then shoot them at other cars to send 'em off the road. We loved it! *IBM Requires: 386, VGA, 2mbRAM, CD-ROM, hard disk.* $10.00

WORMS OCEAN
This game looks to be like a shoot 'em up version of *Lemmings*. For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, homing missiles, Shotguns, uzis, landmines, sheep (which detonate on command), and escape routes including bungee jumps, drills, etc. *IBM: it doesn't say! But as it has a CD, you need CD-ROM, maybe 8mbRAM, SVGA.* $70.00

FAULTY PROGRAMS

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations
P.O. Box 164 Moorabbin. Victoria 3189
134 Cochranes Rd Moorabbin. Vic 3189
Phone: (03) 9555 8886 from 8.00AM - 4.30PM
Fax: (03) 9553 3339

MAIL ORDER FORM

When ordering carefully print your first and second choice in the space provided. Items that are out of stock will be back-ordered, except in the case of unboxed miniatures or products that we know will not be restocked. In some cases a restock can take several months. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit only if they are insured. The optional insurance cost is $3.50 for purchases of $100.00 or less, with an additional $1.00 required for each further $100.00 or part thereof. Magazine subscriptions already include the cost of postage. A new order form will be included with your order.

FIRST CHOICES Please list title, manufacturer, and stock-code if known	Price
SECOND CHOICES In case any first choices are unavailable	
MAGAZINE SUBSCRIPTIONS Please tick appropriate boxes on reverse side	

COMPUTER ORDERS ONLY

TYPE: **MEMORY:**

OFFICE USE ONLY

Received On:	
Sent By:	
Backorder Sent:	

All Payments to be made to Military Simulations

SUB TOTAL:		
Freight & Handling:		$3.00
Overseas Surface Mail:	+$5.00	
Certified Post:	+$1.00	
Insurance (See above)	+$3.50	
Ansett Express Delivery +$5.00 p/$100 * (+$5.00 per $100 of order. Cannot be delivered to PO Boxes.)		
Less Credit Notes (please attach to order)		
TOTAL		

* Orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. Please give us your week-day address during business hours. Note that Ansett cannot deliver to PO Boxes or mail services, etc. All other orders will continue be sent via our usual prompt courier or postal service.

Cheque/Money Order .....
Bankcard/Mastercard/VISA No: .....
.....
Expiry Date .....
Signature .....

Name .....
Street .....
Suburb /Town .....
State ..... **Postcode** .....
Telephone .....
Please include area code

Magazine Subscriptions

When subscribing please tick appropriate cost box below.
Customers who only order magazine subscriptions need not pay extra for postage.

AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc, etc.

$6.00 for 1 issue ❒
$15.00 for 3 issues ❒
$30.00 for 6 issues ❒
$60.00 for 12 issues ❒

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

$25.00 for 1 issue ❒
$65.00 for 3 issues ❒
$118.00 for 6 issues ❒
$212.00 for 12 issues ❒

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$9.00 for 1 issue ❒
$26.00 for 3 issues ❒
$50.00 for 6 issues ❒
$80.00 for 12 issues ❒

DUNGEON

TSR's bi-monthly publication specifiaally dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

$9.00 for 1 issue ❒
$23.00 for 3 issues ❒
$40.00 for 6 issues ❒
$64.00 for 12 issues ❒

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

$10.00 for 1 issue ❒
$27.00 for 3 issues ❒
$50.00 for 6 issues ❒
$80.00 for 12 issues ❒

MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

$11.00 for 1 issue ❒
$32.00 for 3 issues ❒
$63.00 for 6 issues ❒
$118.00 for 12 issues ❒

PROTOCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protoculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and vidoes. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

$9.00 for 1 issue ❒
$24.00 for 3 issues ❒
$45.00 for 6 issues ❒
$81.00 for 12 issues ❒

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$8.00 for 1 issue ❒
$20.00 for 3 issues ❒
$37.00 for 6 issues ❒
$66.00 for 12 issues ❒

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

$20.00 for 1 issue ❒
$55.00 for 3 issues ❒
$105 .00 for 6 issues ❒

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Werecow: Ah, Pork Lips, Gee, which games are they ripping off?

$8.00 for 1 issue ❒
$23.00 for 3 issues ❒
$45.00 for 6 issues ❒
$81.00 for 12 issues ❒

STRATEGY & TACTICS MAGAZINE

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$25.00 for 1 issue ❒
$70.00 for 3 issues ❒
$118.00 for 6 issues ❒
$212.00 for 12 issues ❒

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$9.00 for 1 issue ❒
$16.00 for 2 issues ❒
$30.00 for 4 issues ❒
$48.00 for 8 issues ❒

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

$10.00 for 1 issue ❒
$18.00 for 2 issues ❒
$34.00 for 4 issues ❒

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ❒
$24.00 for 3 issues ❒
$40.00 for 6 issues ❒
$80.00 for 12 issues ❒

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

STE ILLUMINATI TRADING CARD GAME

Crazy Special $30.00 per display **Normally $120/$180**

The Starter Double Deck has two decks of 55 cards and 16 large pages of rules (ie, lots more rules than Spellfire!). The booster pack has 15 cards. There are around 409 cards in this 2nd Printing. To play you need two D6, and 30 Life Point Stones (unless of course you want to use pebbles or seashells.) Illuminati can be played head to head with two players, or in a group with 3 - 6 players. The object of the game is to control the world. Jolly good fun!

Double Starter Decks $6.00 each (110 cards + rules)
Starter Display $30.00 (660 cards in the display)
Booster Packs $1.00 each (15 cards)
Booster Display $30.00 (540 cards in the display)

WIZ JYHAD TRADING CARD GAME

Crazy Special $36.00 per display **Normally $200 +**

By Wizards of the Coast, this is the official Vampire Trading Card Game. It retains the Gothic punk feel of the game, emphasizing politics and combat. Blood is a key element, for the vampire player as well as for servant vampires. Most vampires are members of one of the seven vampire clans, fighting against other vampires for strategic locations like radio stations, police stations, and titles such as Prince of Chicago. Rules are more complex than Magic. There are 300-400 cards in the series. The cards are compatible with Vampire: The Eternal Struggle.

Starter Decks $4.00 each (76 cards & rules)
Starter Display $36.00 (760 cards)
Booster Packs $1.10 each (19 cards)
Booster Display $36.00 (684 cards)

TSR DRAGON DICE TRADING DICE GAME

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creatures an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes.

Dragon Dice Starter Game $10.00 (24 dice + rules)
Game Display $110.00 (12 games)

Each Game boxed set contains 24 dice with varying degrees of rarity.

Dragon Dice Kicker Pack 1: Monsters & Amazons $7.50 (8 dice)
Kicker # 1 Display $85.00

Unique Amazon dice, special monsters and other troops. 8 randomly assorted dice; 7 x 6 sided dice of various sizes and 1 x 10 sided monster dice. 14 pages of new rules.

Dragon Dice Kicker Pack 2: Firewalkers (8 dice) **$6.50**
Kicker # 2 Display $70.00

Features exclusive, all-new dice, bringing a new race and more new abilities to the game. Each pack has 8 dice of varying rariety. The dice are colorful and many sizes. Also expanded rules.

Dragon Dice Kicker Pack 3: Undead (8 dice) **$6.00**
Kicker # 3 Display $65.00

Armies of undead march into battle, forever changing the structure of power in the game. Each pack has 8 dice randomly selected and expanded rules to use them.

WARGAMES

ONE REBEL YELL

Crazy Special $30.00 **Normally $55.00**

This is tactical level American Civil War combat in the like of Advanced Squad Leader. This boxed wargame lets you resolve Civil War combat like never before, with small units of infantry of all types, artillery of all types, cavalry, and leaders. This is the first edition of the game, but is new to us. The game has seven scenarios, each adds more rules than the last. The first scenario contains just basic rules, and lets you learn the system. By the last scenario you are using all of the advanced rules. Turns are broken down into segments: More, Fire, Assault and Rally. Due to modern firepower, a player cannot be certain that units ordered to go to certain objectives will actually reach that objective intact. Companies Standing to Fire you will find very difficult to dislodge by frontal infantry assault. Contains 1,120 counters (500 units, 620 markers), two rulebooks, six geomorphic maps, sheets of charts and tables, and dice.

TAS FEDERATION & EMPIRE SPECIAL

Crazy Special $100.00 **Normally $191.00**

An excellent multiplayer game set in the old Star Trek TV series universe, where players control one or more empires. But not for the faint hearted! Available individually, as follows:

Federation & Emp Deluxe **Crazy $55.00** **Normally $99.00**
A complete campaign game set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19''x23'' maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy.

Carrier War **Crazy $25.00** **Normally $40.00**
Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup.

Special Operations **Crazy $12.00** **Normally $22.50**
Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map.

Marine Assault **Crazy $17.00** **Normally $30.00**
Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs.

MAY COSMIC ENCOUNTER

Crazy Special $38.00 **Normally $70.00**

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc.

SPI BARBAROSSA

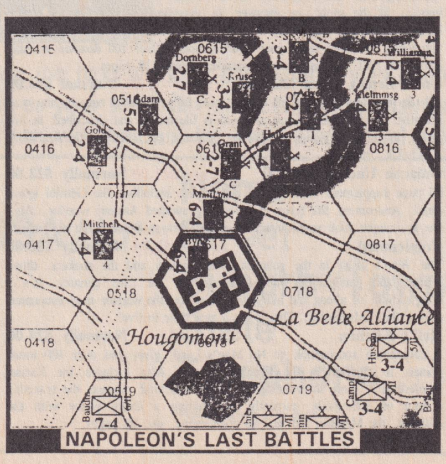
Crazy Special $36.00 **Normally $60.00**

A reprint of a very popular SPI classic. Barbarossa is a corps-level recreation of WW2 on the Eastern Front. Two large maps show the entire Eastern Front from Archangel south to Astrakhan and east to Baku. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts.The game includes a Campaign scenario and three short scenarios. Can you as the Germans punch through the massive Soviet juggernaut and take Moscow and Leningrad before the first winter of 1941 sets in? Can you as the Soviets delay the German blitzbrieg long enough to mass enough reinforcements to counter-attack? With 32 page rules, 800 counters, 2 maps, dice, counter tray. High complexity.

SPI NAPOLEON'S LAST BATTLES

Crazy Special $36.00 **Normally $60.00**

A stunning presentation and update of a very popular SPI classic. June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. So Napoleon decides on an offensive designed to destroy two of his opponents and drive the English from the continent. The game includes Ligny, Quatre Bras, Wavre and La Belle Alliance. With leaders, brigade level units, campaign game and 7 scenarios. 340 counters, 24 page rules, 2 beautiful 22"x34" maps which list all unit set-up locations and reinforcements. Rules are moderate complexity with high solitaire potential.



SPI 30 YEARS WAR

Crazy Special $36.00 **Normally $60.00**

An update of a very popular SPI classic. Consists of four famous battles of the Thirty Years War, during the 1700s in Europe. Lutzen, Nordlingen, Rocroi and White Mountain, each with its own map, counters and exclusive rules. The standard rules are common to all four games. 24 page rules, 2 double sided 22"x34" maps (with unit deployment printed on them), 420 double sided full color counters. Can you save the Swedish Empire in Lutzen, defeat the armies of Spain at Nordlingen, successfully besiege the French fortress of Rocroi, and overcome the Bohemians outside Prague in 1620? Low complexity and high solitaire potential.

GMT GREAT BATTLES OF ALEXANDER 1st ED

Crazy Special $13.00 **Normally $85.00**

For an unbelievable price you can now recreate four of Alexander's epic struggles, being the battles of Chaeronea 338BC, Granicus 334 BC, Issus 333BC and Arbela-Guagamela 331 BC. Each can be combined to form a single campaign. Very suitable for solitaire play. This tactical level wargame has 600 counters and four 22"x34" maps. Mechanics include the gradual loss of unit's cohesion, historic leader initiative, combat momentum, trumping enemy leaders' orders, chariots, elephants, skirmishers, etc. An ancient gamer's delight. Uses the SPQR rules system. The fall of Persia is at hand!

ROLE PLAYING GAMES

TSR FORGOTTEN REALMS "FOR" SPECIAL

Crazy Special $80.00 **Normally $150.00**

There are five excellent sourcebooks written for the Forgotten Realms, which greatly enrich games played in the FR setting. We are offering on special the five most popular of these "FOR" books.

FOR2 Drow of Underdark **Crazy $18.00** **Normally $30.00**
128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc.

FOR3 Pirates of Fallen Star **Crazy $18.00** **Normally $30.00**
Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages.

FOR5 Elves of Evermeet **Crazy $18.00** **Normally $30.00**
128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples.

FOR6 The Seven Sisters **Crazy $18.00** **Normally $30.00**
Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages.

FOR7 Giantcraft **Crazy $18.00** **Normally $30.00**
Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages.

TSR AD&D RANDAL MORN SPECIAL

Crazy Special $21.00 **Normally $42.00**

TSR made a popular adventure set in the Forgotten Realms world, focusing around a character called Randal Morn. TSR have since that time dropped the titles, so this is your last chance to get them.

The Sword of the Dales **Crazy $8.00** **Normally $14.00**
The PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gothyl, a lich wizardess who has found the legendary Sword of the Dales.

The Secret of Spiderhaunt **Crazy $8.00** **Normally $14.00**
The second adventure in the Dalelands adventure trilogy, where the PCs go into the Spiderhaunt Woods in search of Randal Morn.

The Return of Randal Morn **Crazy $8.00** **Normally $14.00**
The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentarim mage who kidnapped Randal Morn.

TSR THE AD&D BIRTHRIGHT SPECIAL

Crazy Special $70.00 **Normally $137.00**

Birthright, TSRs newest campaign world, is turning out to be a real winner. Players take on the role of great leaders and kings, with your armies, nations, and peoples to command, watch over, and protect. Here's a great special to get you playing for hours.

BIRTHRIGHT Boxed Set **Crazy $37.00** **Normally $60.00**
Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The game includes a complete wargame, with cards and a map, for resolving large battles.

Ariya Domain Sourcebook **Crazy $8.00** **Normally $14.00**
You must restore the city-state to its former eminence. Tested by war-hungry neighbours, religious zealots, and a shrinking treasury, you must lead the realm to a glorious new age.

Book of Monsters **Crazy $20.00** **Normally $35.00**
A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the

heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign.

Endier Domain Sourcebook **Crazy $8.00** **Normally $14.00**
You need to play a delicate game of politics and diplomacy to survive. You can play the role of the Lord of Endier, the Thief Regent of the Realm, or a noble, servant, or adventurer.

Medoere Domain Sourcebk **Crazy $8.00** **Normally $14.00**
Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory.

KEN KINGDOMS OF KALAMAR SPECIAL

Crazy Special $39.00 **Normally $80.00**

This product is brand new - offered on Crazy Special as part of our committment of providing quality products for less. This special offers a complete new fantasy campaign setting, that can be used with any RPG.

Kingdoms of Kalamar **Crazy $30.00** **Normally $60.00**
This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.)

Tragedy in the Brodeln **Crazy $11.00** **Normally $20.00**
Tragedy in the House of Brodeln is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc, player aides, 8 maps.

RTG MEKTON Z SPECIAL

Crazy Special $42.00 **Normally $75.00**
Mekton Z is perhaps the most popular RPG for Japanese anime style mecha slugfests. For this special we supply you with the games' rules as well as the Technical Manual to allow you to design your own mecha and ships, and the Mecha Manual Vol 1, with 24 different designs.

MEKTON Z RPG **Crazy $25.00** **Normally $40.00**
The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication.

Mekton Technical Manual **Crazy $19.00** **Normally $35.00**
Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bioweapons, teleportation, etc, etc!

CEE MILLENNIUM'S END 2nd Ed RPG

Crazy Special $55.00 **Normally $104.00**
This product is brand new - offered on Crazy Special as part of our committment of providing quality products for less. This is a futuristic technothriller RPG.

Millennium's End 2nd Ed RPG
Crazy Special $23.00 **Normally $40.00**
It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world.Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG.

1999 Datasource & Screen **Crazy $13.00** **Normally $24.00**
Millennium's End 2nd Ed GM Screen with all relevant info, plus a 32 page sourcebook on politics and news events in 1999, NPCs, new equipment, NPC and vehicle record sheets, etc.

Ultramodern Firearms **Crazy $23.00** **Normally $40.00**
The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use.

AVA RUNEQUEST MODULE SPECIAL

Crazy Special $58.00 **Normally $102.00**
For this special we are offering three Runequest supplements, also available separately as listed below.

Lords of Terror **Crazy $21.00** **Normally $32.00**
Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Krjalk, Pocharngo, and Krarsht. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages.

Shadows on Borderlands **Crazy $23.00** **Normally $40.00**
Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures.

Strangers in Prax **Crazy $19.00** **Normally $30.00**
Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorceror and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Petersen & Stafford.

BTRC MACHO WOMEN WITH GUNS RPG 2nd Ed

Crazy Special $11.00 **Normally $20.00**
I'm extremely embarrassed to offer this on crazy special, but it's extremely popular, so here it is. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cool artwork, and literally thousands of words arranged into marginally coherant sentence. You play the part of partly clad women armed like Rambo and taking on everything from Aliens to Terminators, shooting up everything that moves.

WHT WEREWOLF TRIBE BOOKS SPECIAL

Crazy Special $65.00 **Normally $120.00**
Two catalogs ago we ran specials on all bar one of the Vampire Clanbooks. This catalog we are offering six of the Werewolf Tribebooks. All available separately too, as follows:

Black Furies Tribebook **Crazy $12.00** **Normally $20.00**
The history and culture of the Black Furies, five ready to play character templates & a small comic strip.

Bone Gnawers Tribebook **Crazy $12.00** **Normally $20.00**
A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobbos and desolates who live on the streets.

Children of Gaia Tribebook **Crazy $12.00** **Normally $20.00**
The Children of Gaia believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc.

Fianna Tribebook **Crazy $12.00** **Normally $20.00**
The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire.

Get of Fenris Tribebook **Crazy $12.00** **Normally $20.00**
Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong.

Glass Walkers Tribe Book **Crazy $12.00** **Normally $20.00**
The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrm, and those other Garou claim they are traitors for doing so.

WEB WEBS GENERIC RPG SPECIAL

Crazy Special $42.00 **Normally $84.00**
These titles are brand new - offered on Crazy Special as part of our committment of providing quality products for less. This special consists of the generic RPG core rules, much like GURPS, plus the first sourcebook. Also available separately, as follows:

Webs Basic Gaming System RPG
Cazy Special $16.00 **Normally $30.00**
A complete, generic role playing system designed with ease of play in mind. This core RPG book covers character creation, including achetypes, skills, basic and secondary attributes, disadvantages, etc; the human race is covered in its entirety; all aspects of character skills including general skills, psionics, magic, spells, weapons; a complete weapons and equipment listing covering from ancient to sci-fi times; and complete rules for combat. 86 pages.

Web of Stars Sourcebook **Crazy $27.00** **Normally $54.00**
Now that you have obtained the RPG to learn the basic rules needed for play, this 200 page book adds a complete Sci-fi universe background in which to play. Complete rules & info are provided for 19 new player races, virtual reality, battlemechs, technomagic, new star systems with color star map, rules for starship construction, etc.

ODS BATTLELORDS of the 23rd CENTURY 2nd ED RPG SPECIAL

Crazy Special $95.00 **Normally $206.00**
For this special we are offering the high quality BattleLords of the 23rd Century 2nd Ed RPG, along with six of its supplements. The system is designed for 2-8 players, who assume the part of mercenaries working together. The object is not to win - merely to survive the dangerous mission so you can live to see another. The seven titles are available individually, as follows:

BattleLords of the 23rd Century RPG
Crazy Special $21.00 **Normally $42.00**
256 page sci-fi RPG. The exploration of the universe is progressing at a fantastic rate. Huge mega-corporations run the Galactic Alliance from behind the scenes. The Twelve Races are even beginning to populate other galaxies. But the battle continues to rage, as they attempt to drive out the Arachnid presence. Strange reports of ghost ship sightings, robot warriors, and evidence of ancient human cultures all filter their way across to mercenaries such as yourselves. You can play a bounty hunter, swordsaint, changeling, alien, etc. Losts of background history,etc.

Lock-N-Load **Crazy $20.00** **Normally $40.00**
A 196 page supplement filled with some 2,000 peices of equipment. This contains approximately 50 weapon systems and every item from espionage gadgets to personal gear, eg, reactive armor, pulse cannons, cybernetics, stealth technology. Now your characters have a fighting chance to survive this dangerous world.

No Man's Land **Crazy $14.00** **Normally $28.00**
One of the most dangerous regions of free space. A place where only the bold, desperate and dauntless travel. Battle the Cuontol, the Enidari version of the ninja, or uncover an assassination plot by the Black Monday Terrorist faction. In No Man's Land, Intrepids scramble to assit you while Yontacha seeks your "purification". Over 100 detailed worlds, dozens of NPC groups, 3 new character races. 128 pages.

Uncle Ernies Doom Minions **Crazy $12.00** **Normal $24.00**
All the monsters of the 23rd century are fully revealed here by the mad scientist, Uncle Ernie. Each monster is illustrated and described in full detail, including organic, inorganic, synthetic etc. Includes the fearsome Arachnids. 96 pages.

Galactic Underground II **Crazy $11.00** **Normally $22.00**
96 page supplement offering six new races, including the Gemini space druid, Andromeni life force and the long awaited Ashanti warrior. Also has an indepth look at the infamous Jaquassarious Pehntari, at his badest.

Condemned **Crazy $13.00** **Normally $26.00**
The Who's Who in the galaxies. The movers and the shakers, those leaders and personalities who are shaping the 23rd century. It's a compendium of aliens and individuals that you the warrior may encounter during their adventures. This is not a safe time to live!

Hell's Kitchen **Crazy $12.00** **Normally $24.00**
A companion sourcebook to No Man's Land, gives you over 100 more planets to explore in the Fornax Galaxy. Also includes the Xarian Confederacy, more information about the Arachnid menace, the krakeds, a race of arthropods currently maintaining a shaky peace with the Alliance, the Motaran Rift and its phenomena, etc. 96 pages.

BattleLords of the 23rd Century RPG

NOVELS

TSR AD&D NOVEL SPECIAL

Crazy Special $30.00 **Normally $60.00**
For this special we will send you the Twilight Giants Trilogy as well as Ironhelm and Viperhand of the Maztica Trilogy, and Dragonwall. Available individually as follows:

The Ogre's Pact **Crazy $6.00** **Normally $10.00**
An ogre kidnaps Brianna of Hartwick & a peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret.

The Giant Among Us **Crazy $6.00** **Normally $10.00**
As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceipt spreads.

The Titan of Twilight **Crazy $6.00** **Normally $10.00**
The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear.

Ironhelm **Crazy $5.00** **Normally $10.00**
A slave girl learns of a great destiny laid upon her by the gods themselves. A legion of skilled mercenaries crosses the sea to invade her lands, which under the banner of their vigilant god, they claim as their own. As Erix sees her land invaded, she learns of her destiny.

Viperhand **Crazy $5.00** **Normally $10.00**
Erix and Halloran strive to escape the waves of catastrophe sweeping Maztica. Each is forced to make a choice of historical proportion, as the destruction of Maztica looms on the horizon.

Dragonwall **Crazy $6.00** **Normally $10.00**
We have very few of these left in stock. Please get your order in quickly. The barbarian horde has breached the ancient Dragonwall and politics threatens to destroy the Imperial Court.

FAS SHADOWRUN NOVEL SPECIAL

Crazy Special $16.00 **Normally $30.00**
For this special we will provide you with three of the best ShadowRun novels. They are also available separately, as below:

Nosferatu **Crazy $6.00** **Normally $10.00**
Serin feels evil, elven eyes watching him everywhere he goes. Who is his enemy? He has been plotting this downfall for three hundred years...

Burning Bright **Crazy $6.00** **Normally $10.00**
Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. But will money and experience be enough to defeat the terrible power growing beneath Chicago?

Worlds Without End **Crazy $6.00** **Normally $10.00**
Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology.

TRADING CARDS

FANTASY/SCI-FI TRADING CARD GRAB PACKS

Crazy Special $40.00 **Normally $185.00**
For this special we will send you 14 packs of 10 cards each of X-Files Series Season Two Super Premium Trading Cards; 11 packs of 10 cards each of Michael Kaluta Fantasy Art Trading Cards; 8 packs of 10 cards each of Bernie Wrightson Series II - More Macabre Horror Art Trading Cards; and two Ultimate Combat Starter Decks (with 60 cards + rules each) and 10 Ultimate Combat Booster Packs (with 15 cards each.) Thats a total of 43 packs of trading cards plus two starter decks.

MINIATURE'S RULES

WARHAMMER FANTASY ARMY LIST BOOKS
Crazy Special $210.00 **Normally $297.00**

Last catalog we offered a special on seven of the Warhammer 40,000 army list books, so this catalog we decided to run nine ! ! of the Warhammer Fantasy Army List books. By Games Workshop. Also available individually as follows:

WH Armies: The Empire Crazy $24.00 Normally $33.00
Complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, knightly orders, infantry, artillery, Kislevites, etc.

WH Armies: High Elves Crazy $24.00 Normally $33.00
The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc.

WH Armies: Orcs & Goblins Crazy $24.00 Normally $33.00
The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobber, etc.

WH Armies: Dwarfs Crazy $24.00 Normally $33.00
Includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Magic weapons, armor, standards, machines, talismans, etc.

WH Armies: Undead Crazy $24.00 Normally $33.00
History of the Undead from Nagash; the army lists include Vampire Counts, Wight Lords, Mummy Tomb Kings, Wraiths, Zombies, Screaming Skull Catapults, etc.

WH Armies: Skaven Crazy $24.00 Normally $33.00
History of the Skaven, and cmplete game rules for specialist troops & devices of the Warlock Engineers, eg the Doom Wheel, rules for the warprfire thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, etc.

WH Armies - Dark Elves Crazy $24.00 Normally $33.00
History of the Dark Elf race, and their army list, including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Asassins, Scouts and their deadly reptillian war beasts the Cold Ones, etc.

WH Armies: Chaos Dwarfs Crazy $25.00 Normally $33.00
The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul empire of the Chaos Dwarfs lies deep inside the Dark Lands.

WH Armies: Wood Elves Crazy $25.00 Normally $33.00
Contains an engrossing account of the origins and histories of the Wood Elves, of an invasion of their forest Loren by an orc horde, wars with the dwarves, their strong alliance and friendship with the Bretonnians, and war against the Skaven and Imperials.

CEE FIELDS OF HONOR 19th Century Rules
Crazy Special $25.00 **Normally $50.00**

These new, high quality production historical miniatures rules cover every battle, campaign and war of the 19th century from 1830 to 1902, including the Crimean War, Great Indian Mutiny, Franco-Prussian War, the American Civil War, Boer War, Zulu Wars, American Indian wars, etc. This 120 page rulebook has realistic, easy to learn mechanics and complete army lists for all of the important wars of this period. Battles can be played at any scale, so you can do a company level battle of Gettysburg at the beginning of the battle, then see what effect that had when resolving the rest of the battle at brigade level. Advanced rules add orders and communication, compentence of sub-commanders (there are 18 different personality types, from brash to cautious), etc. 120 pages, B&W photos of the period.

ONE LORDS OF GLORY Fantasy Miniatures Rules
Crazy Special $6.50 **Normally $16.00**

Produced in small booklet form, half A4 page in size. These rules offer a simple tactical battle system for any fantasy miniatures you own. Although the rules are simple to learn and play, they offer players the ability to use sound doctrine and tactics. The focus is on maneuver and seizure of objectives within a given allotment of turns. Units consist of single monsters or units of ten figures, which can have a leader and hero added to them. There is no limit to how many units or figures you use. You use counters to issue movement orders, combat is simple and logical, taking into account weapons and armor types. Monsters can be worth from 10 to 50 individual figures. Also very easy to design your own scenarios.

XEN TANK WAR WW2 MINIATURES RULES
Crazy Special $28.00 **Normally $52.00**

These products are new to us - offered on Crazy Special to make them more affordable. Although having average quality presentation, they more than make up for this by authenticity and game play. WW2 1/285th scale miniatures rules.

Tank War Boxed Set Crazy $19.00 Normally $32.00
These 1/285th - 1/300th scale WW2 microarmor rules are the fastest moving and realistic rules available. Rules are simple and brief, without pages of charts and diagrams or rules. Each type of vehicle, gun or infantry squad has its own datacard, and this records armor, speeds, weapons including penetration, damage and to hit factors, point value, year of introduction, special ammunition, etc. Vehicle models represent one vehicle, guns one gun, and one infantry base one squad. Contains 52 data cards of German and Soviet tanks, guns, infantry.

TW Expansion A (USA) Crazy $12.00 Normally $20.00
This 52 card set is the first of several such expansions. This one adds 52 American tanks, guns, infantry, and special vehicles such as artillery tractors, etc.

XEN SEEKRIEG NAVAL MINIATURES RULES
Crazy Special $38.00 **Normally $80.00**

These products are new to us - offered on Crazy Special to make them more affordable. Although having average quality presentation, the wealth of historical data makes this game a must for all WWI and WWII naval warfare enthusiasts or gamers.

Seekrieg Boxed Set Crazy $25.00 Normally $50.00
Both novice and experienced players will find this game a must for either gaming or for historical reference. You won't find a more complete set of rules for the entire 1890 through 1945 period of naval warfare. Every ship, aircraft, electronics, torpedo and armament data have been included to cover almost every nation of the world that had naval warships, including Argentina, China, Russia, Germany, France, USA, Great Britain, Turkey, etc. The game can be played with scales from 1:4800 - 1:1200 or even larger if you have the space. Includes a 36 page rulebook with simple and optional rules, the Ship Data Vol I 76 page book, a folio of game charts with 69 tables.

Seekrieg Ship Data Vol II Crazy $15.00 Normally $30.00
This volume provides data for all major surface units afloat at the start of WWII and also provides additional data concerning alternations and additions performed throughout the conflict. Ship data for neutral countries and non-participants has also been included. 52 pages.

***

Seekrieg Ship Data Vol 1 Crazy $15.00 Normally $30.00
This book is included in the Seekrieg boxed game. But as this book contains 76 pages of historical data listing over 700 different ship classes, their speed, size, armament, armor, mines carried, catapults, names of those in the class, torpedo and aircraft compliments, etc, etc, from 19 different countries from 1890 - 1945, and 300 different aircraft types 1913-1945, we thought we would offer the book separately, for those who are simply naval history buffs.

MINIATURES

RAL AD&D CHARACTERS - MALE & FEMALE
Crazy Special $18.00 **Normally $35.00**

We'll supply you with five of the new 25mm AD&D character packs for this special. Each pack has a male and female of the same profession or race Also available individually, as listed below:

RAL11026 Fighters with Axes Crazy $4.00 Normally $7.00
RAL11027 Druids Crazy $4.00 Normally $7.00
RAL11028 Priests Crazy $4.00 Normally $7.00
RAL11029 Elven Thieves Crazy $4.00 Normally $7.00
RAL11030 Fighters in Plate Crazy $4.00 Normally $7.00

RAL AD&D LORD SOTH'S CHARGE BOXED SET
Crazy Special $30.00 **Normally $54.00**

RAL10566 LORD SOTH'S CHARGE - contains 13 beautifully sculpted 25mm mounted figures, including Lord Soth himself, and twelve of his skeletal undead knights. This is a Battlesystem Brigade.

RAL RAL PARTHA PAINT SETS SPECIAL
Crazy Special $34.00 **Normally $66.00**

In my experience, Ral Partha paints are the best acrylic paints on the market. I own almost the entire range. But it is always good to have a chance to buy all the basic colors you need for a good cheap price. So here we are offering the three best Ral Partha paint sets.

Partha Fantasy Paint Set Crazy $17.00 Normally $30.00
25ml pots of silver, gold, black, white, blue, green, red, yellow, brush & 25mm fantasy knight.

Autumn Colors Paint Set Crazy $10.00 Normally $18.00
25ml pots of autumn gold, khaki, brown, woodbrown, pine green, colonial green.

Summer Colors Paint Set Crazy $10.00 Normally $18.00
25ml pots of flaxen yellow, adobe brown, dunkel brown, evergreen, armor grey, olive.

GRN GRENDEL RUINS SPECIAL
Crazy Special $67.00 **Normally $116.50**

Grendel make a beautiful range of ruined resin buildings, which are perfectly suitable for ancients or medieval warfare, or WW2, Warhammer Fantasy or Warhammer 40,000. I've bought some too, and they really add depth and enjoyment to miniatures' games. Unfortunately, Grendel has now gone bust, so these stocks are limited.

GRNF0037 Ruined Cathedral Crazy $18.00 Normally $30.00
A superb, large model of a ruined cathedral with 4 large wall sections.

GRNF0068 Ruined Keep Crazy $24.00 Normally $37.50
A large, ruined medieval keep, consisting of four large wall sections, with detail inside & outside

GRN10033 Gothic Archway Crazy $8.00 Normally $13.00
A dark and forboding ruined Gothic Archway.

GRN10034 Greek Temple Crazy $12.00 Normally $20.00
A destroyed round Greek hilltop temple, with six ruined pillars, and temple base & top.

GRN10052 Egyptian Gateway Crazy $10.00 Normally $16.00
A stunning 9cm x 9cm x 3cm ruined ancient Egyptian entry gateway.

GRN GRENDEL FANTASY BOXED SPECIAL
Crazy Special $62.00 **Normally $102.50**

For this special we are offering three of Grendel's most popular boxed sets. A massive entry gate to Pharaoh's Tomb, a large Dwarven keep, and a collective of deadly pits and traps. Be quick with your orders. Once we sell out, we can't get any more.

GRNF0014 Pharaoh's Tomb Entrance
Crazy Special $21.00 **Normally $32.50**
A massive 15cm x 14cm tomb gateway, plus two stone statues of gods

GRNF0042 Pits & Traps Crazy $21.00 Normally $32.50
Man trap, trap door, 1 ton weight, sprung pit, sliding door panel, Indiana Jones stone disc pit

GRNF0072 Dwarf Keep Crazy $24.00 Normally $37.50
Consisting of 4 towers, 1 ruined tower, 3 walls, 1 damaged wall, 1 ruined wall, and a gateway

GRN GRENDEL GRAVEYARD & SKULLS
Crazy Special $48.00 **Normally $84.00**

This special offers a graveyard and crypt, plus three fantasy resin scenery accessories that contain skulls of one kind or another, eg, Skull Fountains, Skull Gates. Limited stocks.

GRNF0026 Graveyard Crazy $16.00 Normally $26.00
Six different graves plus large ruined mausoleum

GRN10004 Unearthed Crypt Crazy $10.00 Normally $16.00
Crypt has been broken open and you can see the coffin inside

GRN10008 Cyclops Skull Gate Crazy $8.00 Normally $13.00
A wooden gate entrance built into the massive skeletal remains of a giant cyclops skull

GRN10010 Skull Fountains Crazy $10.00 Normally $16.00
Two large skulls which serve as the fountains, & skeletal hands, holding large bowls with water

GRN10013 Skull Gate & Altar Crazy $8.00 Normally $13.00
An entry gate consisting of seven skulls, and a sacrificial altar.

GRN10004 Unearthed Crypt

GRN10008 Cyclops Skull Gate

COMPUTER GAMES

ACT HIGH COMMAND
Crazy Special $14.00 **Originally $70.00**

This game captures WW2 in Europe on a grand scale. Spanning the war years 1939 through 1945, you are placed in complete control of all military, economic and political resources. Lead the Allied or Axis war machine. Command all land, sea and air forces. Exercise all available diplomatic options. Build up your military might or invest in your country's infrastructure, you control production, research and development, and foreign aid. *IBM Requires: 386sx +, SVGA, mouse, hard disk, CD-ROM, and Windows'95.*

ACT NORTH & SOUTH
Crazy Special $14.00 **Originally $70.00**

This is a humorous portrayal of American history where you can play the part of the Yankees or Confederates. Entering the war at any one of four years and three difficulty levels, your aim is to capture territory and encircle the enemy with the ultimate aim of conquering enemy strongholds. With gun-toting infantry, sword bearing cavalry and cannons at your disposal, lead your troops into battle, but stray too far into Indian or Mexican territory and look out! Features a wealth of cartoon quality graphics and excellent sound effects. *IBM Requires: hard disk, 286, mouse, CD-ROM.*

ACT SILENT SERVICE II
Crazy Special $14.00 **Originally $70.00**

The state of the art submarine simulation of WW2 US Submarines stalking and sinking Japanese warships such as the Yamato and Kaga, as well as merchant shipping.Includes outstanding graphics and realistic digitised photographs of enemy ships and subs. You can play individual scenarios or the complete campaign, which tracks your career with promotions and commendations; and

excellent sound effects and musical score. *IBM Requires: CD-ROM, 386, hard disk, EGA +, mouse.*

ACT RAILROAD TYCOON

Crazy Special $14.00 **Orginally $70.00**

The smash hit computer game for now just $15.00! You are an entrepreneur in the early 1800's. You understand the changes that are sweeping the US. Factories are rising. The population is swelling. The nation clamours to move west. You see an opportunity for great wealth and power. You play the part of a railroad owner, building new lines, new trains, and setting up profitable runs from cities to other cities, carrying passengers and goods. Very engrossing and very enjoyable. *IBM Requires: 286+, EGA+, hard disk, mouse, CD-ROM.*

OZI KING'S QUEST V

Crazy Special $11.50 **Originally $70.00**

King Graham goes for a morning walk, and returns to find that his castle has disappeared - completely! An owl comes forward to confess to seeing the abduction, and now the King embarks on a quest to find his Queen and people. Lots of puzzles to solve. You can overcome the puzzles in any order. The storyline is not linear. Many different endings are possible. *IBM Requires:CD, 386+, 4mbRAM, Windows 3.1+, hard disk.*

OZI KING'S QUEST VI

Crazy Special $11.50 **Originally $70.00**

An extremely popular computer RPG game. A shipwrecked prince must find his way across a series of islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fantastic creatures that block you on your quest. You can overcome the puzzles in any order. The storyline is not linear. Many different endings possible. *IBM Requires:CD, 386+, 4mbRAM, Windows 3.1+, hard disk.*

OZI RETURN TO RINGWORLD

Crazy Special $11.50 **Originally $70.00**

The ultimate game of hide and seek. You are a fugitive from every society in known space. Join a desperate crew of renegades in their fantastic journey back to Ringworld. Bountiful in mystery and rich in hostile beauty, Ringworld holds the secret to the greatest mystery in all of known space. You can choose to be one of three fugitives. Evade powerful alien enemies and battle an omnipresent police force. Explore the far reaches of known space. *IBM Requires:CD, 386+, 4mbRAM, Windows 3.1+, hard disk.*

OZI SPACE QUEST IV

Crazy Special $11.50 **Originally $70.00**

A comedy sci-fi computer RPG. Get ready for a trek through time with everybody's favorite intergalactic sanitation engineer and freelance hero, Roger Wilco. As Roger trips through time, the Sequel Police are hot on his trail, attempting to shut him down for good. But he wants to keep the universe safe to continue to have bad jokes, fair play and lots more sequels! *IBM Requires:CD, 386+, 4mbRAM, Windows 3.1+, hard disk*

CLOSE OUTS

The following items are either overstocks, have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

AVA715 Victory in the Pacific WW2 Naval Wargame	$20.00
AVA8930 Flat Top WW2 Naval Wargame	$30.00
AVAGA170 Stocks and Bonds (stock market game)	$10.00
CHA3104 Serpent Moon (Nephilim)	$10.00
CIT0797 Wild Riders of Saim-Hann (5 eldar jet bikes)	$38.00
CIT0888 Epic Paint Set (8 acrylic paints)	$10.00
CPG03437 Team Yankee IBM Computer Game	$8.00
CPG05229 Allied General IBM Computer Game	$33.00
CPG23454 Trial By Magic IBM Computer Game	$9.00
GDW5001 Mythus: Dangerous Journey's RPG	$16.00
GDW5002 Mythus Magick (Dangerous Journey's)	$15.00
HEA4001 Mutant Chronicles RPG	$20.00
HEA4002 Brotherhood Sourcebook (Mutant Chronicles)	$12.00
HEA4003 Imperial Sourcebook (Mutant Chronicles)	$12.00
PAG1003 Coming Full Circle (Call of Cthulhu)	$11.00
RTG3101 Solo of Fortune # 1 (Cyberpunk)	$8.00
TSR9470 Cutthroats of Lankhmar (AD&D)	$6.00
TSR9500 Savage Baronies (AD&D)	$10.00
WHT3404 Black Labyrinth (Werewolf)	$8.00
WHT4000 Mage 1st Ed RPG (Limited Stocks)	$18.00
WHT6000 Wraith 1st Ed RPG (Limited Stocks)	$18.00
WHT6102 Haunts (Wraith)	$10.00
WHT7201 Immortal Eyes # 2 (Changeling)	$12.00

OSPREY HISTORICAL REFERENCE BOOKS

ANCIENT ERA

❑ **CAMP7 ALEXANDER 334-323 BC** A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and battles. **$27.95**

❑ **MAA109 ANCIENT ARMIES OF THE MIDDLE EAST** Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **$20.00**

❑ **WAR5 ANGLO-SAXON THEGN** The Saxon slowly conquered much of Britain from the celts and picts, slowly replacing the Romano-British society with their own. The saxon warriors, the thegn, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. **$24.95**

❑ **CAMP36 CANNAE 216 BC** The Roman army commanded by Consuls Paullus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, & what transpired in the battle. **$27.95**

❑ **MAA283 EARLY ROMAN ARMIES** The development of the Roman army in training, organisation, tactics and weapons & equipment from about 500 to 275 BC, the time of the wars with Pyrrhus. **$20.00**

❑ **MONT JUSTINIAN'S WARS** This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. **$30.00**

❑ **WAR15 LATE ROMAN CAVALRYMAN 236-565 AD** Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. **$25.00**

❑ **ELITE40 NEW KINGDOM EGYPT** Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. **$25.00**

❑ **ELITE22 QADESH 1300 BC Clash of the Warrior Kings** The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. But which army will prevail? **$25.00**

❑ **MAA46 ROMAN ARMY: CAESAR TO TRAJAN** Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. **$19.95**

❑ **MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE** Rome's glorious days are over, but it's army is still locked in furious combat to survive. Details tactics, history, battles, etc. **$19.95**

❑ **MAA180 ROME'S ENEMIES: ARMIES OF SPAIN** Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. **$19.95**

❑ **MAA243ROME'S ENEMIES: THE DESERT FRONTIER** Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **$19.95**

❑ **MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS** Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. **$19.95**

❑ **MAA129 ROME'S ENEMIES: GERMANICS & DACIANS** The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. **$19.95**

❑ **MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS** Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by McBride. **$19.95**

❑ **MONT THE ACHAEMENiD PERSIAN ARMY** A magnificent book on the Achaemenid Persians who fought against the Ancient Greeks and Alexander. With stunning full color art, troop lists, tactics, organisation,etc. **$30.00**

❑ **ELITE7 THE ANCIENT GREEKS 500-300 B.C.** 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes Athenians, Lakedaimonian, Thracians, Boeotians, etc. **$24.95**

❑ **MONT THE ARMY OF TANG CHINA** The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. **$30.00**

❑ **MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C.** The high years of Ancient Greece, the Athenians verses Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **$19.95**

❑ **ELITEA42 THE PERSIAN ARMY 560-330 BC** The arch-enemies of Ancient Greece and Macedonia. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc. **$24.95**

❑ **MONT THE PTOLEMAIC ARMY 168-145 BC** A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. **$30.00**

❑ **MAA137 THE SCYTHIANS 700-300 BC** The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans, and contempories of Ancient Greece who they fought and helped. **$19.95**

❑ **MONT THE SELEUCID ARMY** An 80 page book detailing the late Seleucid army, from 168-145 BC. Covers organisation, equipment, armor, colors. Art by McBride. **$30.00**

❑ **MONT SASSANIAN ARMIES** The Iranian Empire of the Sassanid Persians from the early 3rd century to the mid-7th centuries. They overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. **$30.00**

❑ **MONT WARRIORS OF EURASIA** A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. **$25.00**

THE MIDDLE AGES

❑ **CAMP9 AGINCOURT 1415** The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Tragic stuff **$27.95**

❑ **MAA111 ARMIES OF CRECY & POITIERS** Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuousness cause fatal errors, allowing the vastly out numbered English to obtain crushing victories. **$19.95**

❑ **MAA113 ARMIES OF AGINCOURT** An excellent overview of this crucial battle between the French and English during the 100 Years War, including superb color plates, and covers command, troop organization, troop types, types of artillery, & an analysis of the battle. **$19.95**

❑ **MAA154 ARTHUR & THE ANGLO-SAXON WARS** The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. **$19.95**

❑ **MAA89 BYZANTINE ARMIES 886-1118 AD** The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. **$19.95**

❑ **MAA287 BYZANTINE ARMIES 1118-1461 AD** Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. $20.00

❑ **MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD** French knights were considered the flower of European chivalry. This book covers their origins, training, armies of

southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride. $19.95

❑ **MAA166 GERMAN MEDIEVAL ARMIES** Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride. $19.95

❑ **CAMP13 HASTINGS 1066** Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading! $27.95

❑ **CAMP19 HATTIN 1187** Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, and then going on to retake Jerusalem and much of the holy lands. $28.00

❑ **MAA195 HUNGARY & THE FALL OF EASTERN EUROPE** Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. John Hunyadi lead a one man crusade against them, holding them back for years, until political collapse in Hungary allowed the Turks victory at Mohacs. The fall of Byzantine is included. Plates by McBride. $19.95

❑ **MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500** A fascinating history, as the Italians formed a number of powerful city states, who competed both economically and military against each other. This book also covers in detail the mercenaries hired by these city states, revealing their sophisticated system. $19.95

❑ **ELITE17 KNIGHTS AT TOURNAMENT** One of the greatest pasttimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. $24.95

❑ **MAA50 MEDIEVAL EUROPEAN ARMIES** Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. $19.95

❑ **MAA99 MEDIEVAL HERALDRY** An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. A must have for miniatures' gamers, it details the shield, tinctures, divisions of the shield, partition lines, charges, blazoning, surcoats, ailettes, $19.95

❑ **WAR1 NORMAN KNIGHT 950-1204 AD** 64 page book, with 12 pages of color plates. The book covers the rise and development of Norman Knights (ie, not a broad look at the Normans, but a detailed examination of Norman Knights.) Covers appearance & equipment, history, evolution of tactics, training, $24.95

❑ **MAA279 THE BORDER REIVERS** Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. $25.00

❑ **ELITE19 THE CRUSADES** An overview of the Crusades, their participants, battles, etc. $24.95

❑ **ELITE58 THE JANISSARY INFANTRY** The Janissarys were elite infantry serving in the army of the Ottoman Turks, serving as the backbone of the army. $27.00

❑ **MAA155 THE KNIGHTS OF CHRIST** Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. $19.95

❑ **MAA105 THE MONGOLS** Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by McBride. $19.95

❑ **ELITE9 THE NORMANS** It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. $24.95

❑ **ELITE50 THE PRAETORIAN GUARD** A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outclassed and outfought by the veteran legionaries. $24.95 ❑ **MAA151 THE SCOTTISH & WELSH WARS 1250-1400** Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. $19.95

❑ **MAA210 THE VENETIAN EMPIRE 1200-1670 AD** The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). $19.95

❑ **MAA145 THE WARS OF THE ROSES** This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocractic families of those houses and their followers. A unique tactical study, for this war was one of the only ones in which both sides used longbows. $19.95

GUN POWDER ERA

❑ **CAMP2 AUSTERLITZ 1805** One of the most significant Napoloenic battles. Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? $27.95

❑ **MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815** Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. $20.00

❑ **MAA292 KING GEORGE'S ARMY 1740-1793 (3)** Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. $20.00

❑ **CAMP41 RORKE'S DRIFT 1879** The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. After tremendous fighting, the Zulus abandon the battle. How did the British win? Read this extremely detailed book and you'll see. $30.00

❑ **MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY** Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926, including Red Army Shock troops. $20.00

❑ **WAR13 UNION CAVALRYMAN 1861 - 1865** Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. $25.00

❑ **MAA281 US DRAGOONS 1833 - 1855** The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. $20.00

❑ **CAMP15 WATERLOO 1815** A detailed examination of one of the most famous battles in history. Napoleon makes a comeback after escaping from exile, & tries to secure his empire once again. $27.95

❑ **WAR14 ZULU 1816 - 1906** The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. $25.00

WW2 & MODERN

❑ **CAMP5 ARDENNES 1944** Hitlers last desperate gamble - the Battle of the Bulge. $27.95

❑ **CAMP42 BAGRATION 1944** A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944, code name Operation Bagration. Read how in two weeks the Red Army crushed Army Group Centre in Germany's worst ever defeat in WW2, with over 17 divisions completely destroyed. Hitler himself was largely to blame for the disaster. $30.00

❑ **NVA7 IS-2 HEAVY TANK 1944-73** Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. $19.95

❑ **NVA1 KINGTIGER HEAVY TANK** Detailed look at development & action of Pz VI B. $19.95

❑ **CAMP16 KURSK 1943** Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. $27.95

❑ **NVA17 KV-1 & 2 HEAVY TANKS 1941-45** The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. The latter had much thicker armor and was impervious to all German weapons except the 88mm. Eventually, German tanks and guns were able to deal with the tank's armor. $20.00

❑ **M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95** The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. This book follows the design and development, and goes on to give detailed reports of the Bradley in action in the Iraqi war of 1991. Read how the Bradley out performed all expectations. $20.00

❑ **CAMP1 NORMANDY 1944** Detailed account of the D-Day invasion by the Allies in 1944. $27.95

❑ **NVA3 SHERMAN MEDIUM TANK** The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. $17.50

❑ **NVA19 STUG III ASSAULT GUN 1940-1942** One of German's most powerful AFVs at the beginning of the war, it first saw action in France, where it fared well, but in Russia it eventually found itself outgunned by Soviet tanks. $20.00

❑ **NVA9 T-34/76 MEDIUM TANK 1941-45** The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. $19.95

❑ **ELITE61 THE BRITISH GUARDS DIVISION 1914-45** Follows the British Guards in action in two World Wars. $27.00

❑ **NVA5 TIGER I HEAVY TANK 1942-45** The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. $19.95

OSPREY SPECIAL EDITIONS

These books are special edition Osprey books, of which we purchased two of each. Once they sell, they are gone. So if you are interested in any titles, please send in your order quickly. Each book is a definitive work on specific military and aerospace subjects: specially commissioned artwork, archive illustrations, first-hand combat accounts. Full color photography in some, and more than 150 illustrations with detailed text. The titles are:

B-52 STRATOFORTRESS Hardcover with 272 pages with many full color plates. Details the whole B-52 story, from its inception as the ultimate conventional Cold War warrior, through testing times over south-east Asia, including Vietnam, to its extensive role in the Gulf war against Iraq. Crewmembers from all four decades have provided an oral history of the plane in conflict. $99.00

CLASSIC WWII AIRCRAFT CUTAWAYS 152 page hardcover book full of B&W photos and cut away drawings. The bulk of these fine cutaways, which are an art form in their own right, have not seen the light o day for many decades, and after years in the archives they are now being republished once again. All the major Allied and Axis combat types ranging from the Spitfire to ME109 fighters through to Lancaster bombers are included. $70.00

CLASSIC AIRCRAFT OF WWI 126 full color pages. When compared with today's high-speed, multirole combat aircraft, the fighting scouts and bombers of the Great War look almost comical in appearance. However, 80 years ago these machines were at the leading edge of technology, and the craftsmanship involved in their construction in still breathtaking today. The survivors of that era, Sopwith Scouts, Fokker Fighters, the rugged SPADs, are featured in this tribute to the combat aircraft of a bygone age. $35.00

HURRICANE - A FIGHTER LEGEND 144 full color pages. The Hawker Hurricane was the RAF's first monoplane fighter, and it dragged the service into a position where it could defend Britain in its hour of need during 1940. $35.00

LOCKHEED SR-71 BLACKBIRD 240 page hardcover with color plates. The only complete and accurate account of the SR-71s secret operational missions. Unprecedented first hand reports from over 70 crewmen of their Mach 3+ sorties reveal the true extent of the aircraft's incredible capabilities. $70.00

Me 262 STORMBIRD RISING The legendary Me262 was the world's first operational turbojet fighter. This fighter could have single-handedly swept the daylight Allied bombing sorties from the sky, had it not been hampered by unforseen technical problems, official disinterest, Hitler's famous pre-occupation with its conversion into a blitzbomber, and lack of parts and fuel. Hardcover book, 216 pages including color plates. $60.00

SPITFIRE - FLYING LEGEND 192 page hardcover book full of color photos. Regarded by many as the saviour of Britain in its darkest hour, the Spitfire is without a doubt the most famous combat aircraft of WW2. This book celebrates its 60th anniversary. $70.00

SPITFIRE IN BLUE Hardcover with 158 pages and color plates. The Spitfire in Blue was a photo reconnaissance Spitfire with no weapons other than its cameras. Flying these planes in 1945 was no piece of cake. You were alone, hundreds of miles into enemy airspace over Europe, flying straight and level and concentrating on your camera work - and you were a sitting duck. Your job was to get the photos home, not to indulge in fighter-style antics - if possible! $50.00

THE ILLUSTRATED HISTORY OF MILITARY MOTORCYCLES Having proved its worth in 1914-18, it was the Second World War which marked the zenith of the 'battle bike', with millions supplied for recon, communications and troop transport. This 208 page hardcover book with color plates gives comprehensive history of every type of machine that falls within its historical and national context, from Harley-Davidsons to Gemany's BMW R75. $70.00

THE ILLUSTRATED HISTORY OF MILITARY VEHICLES: Transport & Halftracks Hardcover with 208 pages, including color plates. This comprehensive book covers the transport problems faced by the eight major countries involved in WW2, Great Britain, the British Commonwealth, USA, Germay, Italy, France, Russia and Japan, and includes vehicles from 1/4 ton jeeps, halftracks, to trucks to tank transporters. $70.00

WORLD WAR TWO TANKS 208 page hardcover book with color plates. This is a magnificent book of WW2 tanks, most with photos, from Great Britain, British Commonwealth, USA, Soviet Union, France, Germany, Italy, Japan, and to my delight, rare photos of tanks from Belgium, Czechoslovakia, Hungary, Poland and Sweden! Many photos I've never seen before. $75.00

Wargames

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

COMPLEXITY KEY

Basic Games *
(Introductory level)

Intermediate **
(Still good for beg)

Advanced Games ***
(veteran gamers only)

Master Games ****
(Too many rules)

SOLITAIRE SUITABILITY

Totally Unsuitable For Solitaire Play #

Fairly Suitable For Solitaire Play ##

Highly Suitable For Solitaire Play ###

Can Only Be Played Solitaire ####

COMPANY CODES

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	LEA	Leading Edge Games
MB	Milton Bradley Games	OME	Omega Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

BEGINNER'S GAMES

JED **Basic Training** *
An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED **Beginner's Guide to Strategy Gaming** *
A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) $3.00

JED **Field Marshall** */###
A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. $20.00

ACCESSORIES

KOP **5mm Little 'Uns 6 Sided Opaque Dice**
Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. $0.20

KOP **5mm Little 'Uns 6 Sided Transparent Dice**
Transparent tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. $0.20

KOP **50mm 6 Sided Dice**
Bigger 5cm gem dice with 6 sides. In several colors. $15.50

KOP **60mm 6 Sided Dice**
A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. $22.50

KOP **70mm 6 Sided Dice**
D6 gem dice - 7cm wide! You could use it for a book-end. $30.00

KOP **80mm 6 Sided Dice**
A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. $37.50

JED **Poly Dice**
High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. $0.65

JED **Gem Dice**
More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. $1.00

JED **Sparkle Dice**
Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

JED **Pearl Dice**
Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. . D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

KOP **Glow In The Dark 7 Dice Set**
For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. $12.95

KOP **Star Dice 25mm 6 sided**
Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. $2.95

KOP **30 Sided Opaque Dice**
A large 30 sided opaque dice, in assorted colors. $4.95

KOP **30 Sided Gem Dice**
A large 30 sided transparent dice, in assorted colors. $4.95

KOP **100 Sided Dice**
The perfect percentile dice, this dice actually has 100 faces - though you'll have to wait half an hour for it to stop rolling. $13.00

KOP **Dragon 6 Sided Dice**
A 16mm 6 sided dice with a dragon instead of a '1'. $2.00

KOP **Skull 6 Sided Dice**
A 16mm 6 sided dice with a skull instead of a '1'. $2.00

KOP **Skunk 6 Sided Dice**
A 16mm 6 sided dice with a loveable skunk instead of a '1'.$2.00

KOP **Teddy Bear 6 Sided Dice**
16mm 6 sided dice witha cute teddy bear instead of a '1'. $2.00

KOP **Unicorn 6 Sided Dice**
A 16mm 6 sided dice with a unicorn instead of a '1'. $2.00

KOP **Bone Dice 18mm 6 Sided**
6 sided 18mm dice the color of bone and shaped like your knuckles. Look cute and roll very well. $2.95

KOP **Opaque Round Dice 6 Sided**
What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. $2.75

KOP **Neon Round Dice 6 Sided**
Another round dice the same as the above one, except this one also glows in the dark. Shame we ain't got glow in the dark DM screens or miniatures! $2.75

CHX **Elemental Dice**
These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) Each set of 7 - $12.95

CHX **Speckled Dice**
These are stunning speckled dice like the *Elemental Dice.* The colors availabe are: Jungle Camoflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. $12.95

CHX **22mm D6 Speckled Dice (3)**
These are the same style of speckled dice as the Elemental dice, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. $7.00

CHX **36mm D6 Speckled Dice**
These are the same style of speckled dice as the Elemental dice, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. $11.00

KOP **Small Dice Bag**
A cloth dice bag 4" by 5" in size. Several different colors. $4.00

KOP **Large Dice Bag**
A cloth dice bag 6" x 9" in size. Several different colors. $8.00

KOP **Middle Sized Suede Dice Bag**
A suede dice bag 6" x 7" in size. Just suede color. $11.00

KOP **Large Suede Dice Bag**
A suede dice bag 7" x 8" in size. Just suede color. $14.00

AH **Avalon Hill Counter Tray**
A clear plastic counter tray with lid and dice-wells for forgetful gamers! $5.00

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. $5.00

JED **Counter Sheets**
896 half-inch card counters in the following colours: pale green, light blue, pink & gray. $10.00

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. $8.00

ANCIENT ERA

3W **Barbarians 70 BC - 260 AD** **/###
A huge strategical game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Dacians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are repsented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, you'll be hard put to stop those Goths and Vandals. $80.00

AH **Britannia** */#
A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. $55.00

AH **Civilization** */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. $85.00

Advanced Civilization
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! $65.00

Trade Cards
50 extra cards as included in the original game. $10.00

Western Expansion Map
22"x11" mapsheet extension & African/Iberian AST. $16.00

GMT **Great Battles of Alexander Deluxe** ***/##
After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyginus, Pelium, Arigaeum, Samarkand, Jaxertes.. With 720 SPQR style counters, 3 back printed map sheets, etc.. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamer's delight! $90.00

Diadochoi Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. $30.00

S&T175 **Germania** **/##
S&T Magazine game simulating Roman operations in ancient Germany in the first century of the Christian era. These wars saw the disastrous campaign of Varus, which lost Roman control of the region, and the later attempts of Germanicus to regain it. Includes German, Dacian and Sarmation tribes; over 200 counters, simple and advanced rules. $25.00

AH **Hannibal: Rome vs Carthage** **/#
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily.

Can you succeed where Hannibal failed? Includes two decks of cards which bring out events and personalities of the period. Has over 100 cards, mounted 22x32" mapboard, 132 political marker counters, 64 units & generals counters, etc. $80.00

AH **History of the World** */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. $80.00

GMT **Julius Caesar** ***/###
Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! $90.00
◗ **Dictator: Julius Caesar Module # 1**
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. $30.00

AH **Kingmaker** **/##
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military Orinkman-ship, uneasy alliances & devious conspiracies. 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. $55.00

GMT **Lion of the North: 1631** ***/##
At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. $60.00

AH **Machiavelli** **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, $70.00

AH **Maharaha** **
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia,* each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. $65.00

AH **New World** */#
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. $45.00

VIC **Peloponnesian War** **/###
Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. $75.00

AH **Republic Of Rome** ***/###
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! $85.00

GMT **Samurai** ***/###
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, and are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. $90.00

3W **Six Against Rome** */##
A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. $60.00

GMT **SPQR - The Roman Art Of War** **/###
Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpiones. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. $85.00
◗ **War Elephant 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. $30.00
◗ **Consul For Rome** Includes a double sided map, errata and 12 page rule book, that covers two battles. Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consol Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. $30.00
◗ **Pyrrhic Victory** Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat te Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. $30.00
◗ **Africanus** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. $30.00

COA **The King's War** **/##
A two player operational simulation of the English Civil War. Forces are represented by regiments of Foot (1000 men) and of Horse (700 men) while the personalities of the time are represented by their own counters. Each leader has their own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. $60.00

COA **Zorndorf** ***/##
It is 1758, and a turning point in the Seven Years War. For the first time Austrian, Swedish and Russian forces posed a threat to the heartland of Prussia. On 25th August, near the village of Zorndorf, 43,000 Russians and 36,000 Prussians fought one of the most savage battles of the war. For nearly 10 hours they hammered each other, but neither would yield, although the Russians suffered 50% and the Prussians 33% casualties. With rules, 3 22x34" maps, over 200 counters, lots of scenarios, and historical commentary. $50.00

NAPOLEONIC ERA

MAY **1856 Railroad Building in Canada** **/#
OK, this is not a wargame, but it does fit into this time period, so this is where I decided to stick it. This game is a top quality production from Mayfair games, using the superb Avalon Hill 1830 gaming engine. Fortunately, the rules are much easier to read, and includes a fast play booklet as well. The game starts in1856, in Upper Canada, and runs to the present day. Players start the game with play money, which they use to form railroad companies, which then build track, buy trains, and make income. Players can engage in corporate raiding, stock manipulation (there is a mapboard dedicated to the stock market), and insider trading to take advantage of their opponents and win the day. Components include 2 mounted mapboards , 26 train cards, 118 stock certificates, over 100 counters, 122 hexagonal rail-track and station tiles, play money, etc. $85.00

COA **1807: The Eagles Turn East** **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, diivisions, corps, artillery, regular or light cavalry, & infantry. $75.00

3W **Battle Of The Alma** **/###
The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. $50.00

AH **Blackbeard** **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. $85.00

PAC **Black & Iron** ***/##
Between 1848 and 1871Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. $70.00

AH **Empires In Arms** ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The

48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. $80.00

AH **Enemy in Sight** */#
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. $40.00

COA **Kolin** **/##
In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic decendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, historical commentary. $55.00

COA **La Bataille D'Espagnol - Talavera** ***/##
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. And ideal game for solitaire or two players. Features excellent historical commentary. $55.00

COA **La Bataille D'Albuera-Espagnol** ***/##
A simulation of the hardest fought battle of the Penninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters. $55.00

COA **La Bataille de Corunna-Espagnol** ***/##
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heals. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. $55.00

COA **La Bataille De Ligny** ***/##
The first of three boxed sets detailing the climatic moments of Napoleons last 100 days as Emperor. This game reproduces this epic encounter on four 34x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organisations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. $70.00

COA **La Bataille de les Quatre Bras** ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. $70.00

COA **La Bataille De Mont St Jean** ***/##
This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. $60.00

COA **La Bataille de Wavre** ***/##
This is NOT a complete game. You must own La Bataille de Ligny to Deluxe Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after fleeing Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. $55.00

TGI **Marengo** **/##
The Battle of Marengo, June 14th 1800, was a culmination of a sweeping plan of maneuver which carried the mark of Napoleon's brilliance. Massena defended Genoa, tying down Austrian strength and attentions, while Napoleon crossed the Alps in the Austrian rear. The Austrians under Melas turned and attacked Napoleon along the Bormida River near the village of Marengo. The battle opened with an Austrian attack, which through the course of the day saw the French army defeated and retiring - but then Desaix arrived with fresh troops, and Napoleon immediately went onto the attack, and snatched victory from the Austrians. With 280 gorgeous counters, 22"x34" map, series and game rules, four major scenarios, dice. $60.00

PAR **Risk Deluxe** */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. $70.00

JUM **STRATEGO** */#
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. Sounds simple, but perfecting a strategy that protects your Flag while trying to kill the enemy Flag will take dozens of games! The game comes in several formats, as below:

Stratego Travel $25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact $30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original $50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 $80.00
There have been a lot of people waiting for the release of this one! This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

GMT **The Battles of Waterloo** **/##
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to sieze the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. $80.00

AH **War & Peace** **/##
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant dis-regard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. $60.00

AH **We the People** */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. $85.00

AH **Wooden Ships & Iron Men** **/#
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! $60.00

AMERICAN CIVIL WAR

VIC **Across Five Aprils** */###
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. $75.00

TGI **April's Harvest** **/###
April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the variable entry of Buell's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to dish it out as the battle enters its 2nd day. Rules recreate fast, furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22x34" map, etc. $60.00

COA **Autumn of Glory** **/##
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattangoonga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. $40.00

COM17 **Gettysburg - Lee'S Greatest Gamble** **/##
July 1863: Lee's Army of Northern Virgina, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysberg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. $15.00

AH **Geronimo** **
This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyene, Commanche, Blackfoot, Arrapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. $7500

GMT **Glory** */###
This is the first game in GMT's *Gameplayers* series. It covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. There are 3 optional playing methods that allow you to shorten playing time; the scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. $70.00

AH **Here Come the Rebels** **/##
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. $60.00

COA **Lees Takes Command** **/##
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McCellan is a fumbler. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. $37.00

AH **Roads to Gettysburg** **/##
Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. $75.00

AH **Stonewall in the Valley** **/##
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. $70.00

AH **Stonewall Jackson's Way** **/###
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game I linsk-up with future releases. 520 counters. $85.00

AH **Stonewall's Last Battle** **/###
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With such odds against you, can you do the same? With 22x32" mapsheet, 260 counters, charts, etc. $65.00

VIC **The Civil War 1861 - 1865** ***
A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60

individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. $65.00

GMT **The Three Days of Gettysburg** ***/##
This game is the most stunning American civil war game I have seen. Both the standard of the full color counters and maps is better than anything I have seen before. It really gives a feel of that crucial battle. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. $99.00

WORLD WAR I

S&T164 **Balkan War** **/#
An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, etc. 240 counters. $25.00

AH **Colonial Diplomacy** */#
A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! This game will not be printed in Australia as originally indicated. $100.00

AH **Diplomacy** */#
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! $65.00

ADG **Fatal Alliances II** ***/#
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. $40.00

AH **Knights of the Air** */###
Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. Once you have learned the tricks of your aircraft, you can dare to risk all in a dogfight. Air combat is conducted in a series of maneuvers as each pilot tries to position his plane for the killing run. With experience, new and more complicated maneuvers become available. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuvre cards, large performance cards for each plane type, counters, dice, rules. $50.00

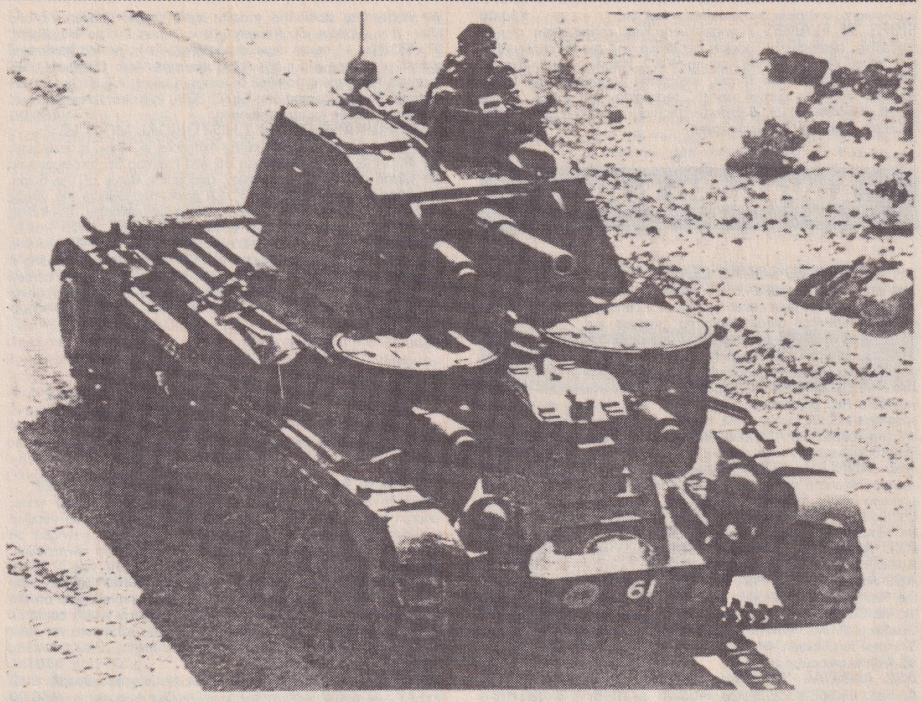
COA **Landships** */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. $45.00

PAN **Warlords** **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! $10.00

EXC **Wings** ****/###
A plane to plan game of air combat during WWI. This is a revision of an old Yaquinto game, now with great box art and lovely color counters. The strengths and weaknesses of the French, British, Italian, German, and Austro-Hungarian units involved are accurately duplicated by 50 data cards that display all information needed to maneuver and fire. The system incorporates speed, climbing, diving, banking, turns, slips, skids, loops, rolls, ammo, ranges, zeppelins, bombing, etc. The scenarios cover a great variety of missions. With 3 21"x9" maps, two sheets of colorful counters, rules, data cards, reference cards, dice. For one or more players. $80.00

WORLD WAR II

AH **Advanced Third Reich** ****/#
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components



include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! $90.00

Empire of the Rising Sun ****/#
The *Third Reich* rules for the war in the Pacific. This can be played with *Third Reich* or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of *Third Reich*. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, five counter sheets, 2 22"x31" mapsheets, etc. $99.00

MB **Axis & Allies** **/#
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. $90.00

RHI **Decisions in France** **/#
We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play cards, rules. $45.00

JED **Europe at War** */###
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). $20.00

AH **Naval War** */#
An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destoyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. $25.00

GMT **Operation Mercury** **/###
In the Spring of 1941 the German blitzkreig crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. $60.00

AH **Squad Leader 4th Edition** ****/#
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! $70.00

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. $55.00

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, and 1324 counters. $65.00

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. $80.00

AH **Up Front** **/#
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Com-ponents include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. $50.00

ADG **World In Flames Deluxe 6th Edition** ***/##
Award-winning Australian game that covers the entire World War II. This new deluxe version includes the new Consolidated Rulebook of WiF rules, and every map and counter sheet from World In Flames, Planes in Flames, Ships in Flames, Asia Aflame, Africa Aflame, and Mech in Flames. That is 3,400 counters. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **July. $165.00**

Days of Decision 2nd Edition
A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24"x16" political map, mini-map of Spain. $75.00

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. $40.00

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. $40.00

AFRICA AFLAME Gold Edition Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. $30.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. $30.00

THE 1994/95 WORLD IN FLAMES ANNUAL This 72 page Annual includes a free new expansion kit, **Mechs in Flames** including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WiF, PiF, SiF, AsA, AfA, MiF, DoD II, including players notes & hints on play, Mahan 101, WiF/DoD II after action report, Fracturing the French Front puzzle, 1939-46 WiF/DoD

llcampaigns, complete & up to date errata, etc. $30.00

SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Display, rules. $50.00

ADVANCED SQUAD

AH **ADVANCED SQUAD LEADER** ****/###
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! $90.00

ASL ANNUAL '91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. $30.00

ASL ANNUAL '92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. $30.00

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. $20.00

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. $22.00

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annuall, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, $45.00

ASL ANNUAL '96 To be released mid July, the latest ASL Annual full of new scenarios, campaign notes, errata, etc. Due Aug. $40.00

BEYOND VALOR MODULE 1
Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

PARATROOPER MODULE 2
This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $50.00

YANKS MODULE 3
Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. $90.00

PARTISAN! MODULE 4
Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). $40.00

WEST OF ALAMEIN MODULE 5
An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $99.00

THE LAST HURRAH! MODULE 6
Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $40.00

HOLLOW LEGIONS MODULE 7
This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. $60.00

CODE OF BUSHIDO MODULE 8
Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. $95.00

GUNG-HO! MODULE 9
Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. $99.00

CROIX DE GUERRE (Cross of War) MODULE 10
This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $80.00

RED BARRICADES HISTORICAL MODULE 1
We decided to stock this module again due to sudden demand after the success of *Kampfgruppe Peiper I.* The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches,Soviet Molotov Projectors and the StuG 33B. Includes three separate Campaign games for street fighting. $60.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2
A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. $75.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3
A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. No more suicidal charges at the last turn of each scenario! Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $80.00

SOLITAIRE ASL SOLITAIRE MODULE 1 /####
Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presense of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. $70.00

ASL SCENARIOS PACK This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios. Due August. $40.00

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. $12.00

EUROPA SERIES

GRD **BALKAN FRONT** ****/##
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. (A complete revision of the old game Marita-Merkur.) With two maps of Yugoslavia, Albania and Greece, 720 counters, scenarios covering the grand campaign and the individual campaigns in Greece, Yugoslavia and Crete, and some "what ifs". $75.00

GRD **FOR WHOM THE BELL TOLLS** **/##
The Spanish Civil War, fought from July 17, 1936 to April 1, 1939, cost Spain over one-half million people, and as the war progressed, it drew the participation of thousands of non-Spaniards. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD **POLAND - FIRST TO FIGHT** **/##
On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in thirty days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland and its neighbours at a scale of 16 miles per hex. The extensive terrain types show the diversity of Eastern Europe: from mountains to marsh, open plains to dense forest. The counters represent the German, Polish and Soviet forces that fought in the campaign. Ground units are scaled at divisions, brigades, regiments and battalions, & aircraft are in groups of 40-60 aircraft. 1,056 counters, two maps, charts, rules, scenarios. $90.00

GRD **SECOND FRONT** *****/##
This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. The greatest coalition in history awaits your orders. Plan your campaign and ready your forces - for you lead the crusade in Europe against the Nazi regime. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

AFRICAN CAMPAIGN

JED **AFRICAN CAMPAIGN 2nd Edition** */###
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL **ROMMEL IN THE DESERT** **/#
The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Players will achieve victory by employing speed, daring, and surprise. Unit activation by headquarters is a key element of game play, and burns up supply at a tremendous rate - so you must think out your overall strategies very carefully. Color mapboard is 12" x 36". 7 scenarios. $60.00

MOM **TRIUMPHANT FOX** ***/###
It is 6.30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. During the Operations Cycle you grapple with your opponent for the Initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. $75.00

TGI **TUNISIA Nov 1942-May 43** ***/###
A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Guderian's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc. $75.00

WESTERN FRONT

COA **ACHTUNG - SPITFIRE** **/#
This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

VIC **AMBUSH!** **/####
Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satched charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. $80.00

AH **B-17 QUEEN OF THE SKIES** */####
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. $50.00

AH **BATTLE OF THE BULGE 3rd Edition** */###
The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. $40.00

AH **BREAKOUT NORMANDY** **/###
At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb. $70.00

GMT **BRITAIN STANDS ALONE** **/###
This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. $60.00

AH **D-DAY 3rd Edition** */###
Another redesigned entry-level (that's Avalon Hill's dictum for a

beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. $40.00

GMT **FRANCE 1940, VICTORY IN THE WEST** **/###
Uses the same system as Arctic Storm. Has extensive historical information, including highly acurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holand, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. $75.00

JED **FORTRESS EUROPA** **/###
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining, and cheap! $12.00

GMT **INVASION: NORWAY** **/##
The German invasion of Norway led to one of the most innovative and dynamic campaigns of the entire Second World War. This game simulates this fascinating campaign using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately protray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game, because every action you take may be detected and reacted to by your opponent. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. $70.00

TGI **LEROS** ***/###
In 1943 the Turkish government let the Allies place a small British garrison on the small Mediterranean island of Leros. Hitler learned of this and planned an intensive combined invasion reminiscent of the heady days early in the war. On Nov 12, 1943, a force composed of elite Fallshirmjager, Brandenburger and other army and Luftwaffe units stormed the island and took it in the face of fierce resistance by the British defenders. This game lets you explore all the facets of a air-sea invasion, and the attempt to stop it succeeding. The three 22x34" gamemaps contain the entire island and are absolutely stunning! There are no edge of the world arguments. 560 counters of platoons & individual vehicles, charts, five scenarios, etc. $70.00

AH **LONDON'S BURNING** **/###
August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. $70.00

S&T160 **MEDWAR** **/#
S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceeding the land invasions of Italy and the islands about Italy. Both sides did not use their air or naval power to full potential, so this game has plenty of scope for historical experiments and "what-ifs". Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. **Special Price** $5.00

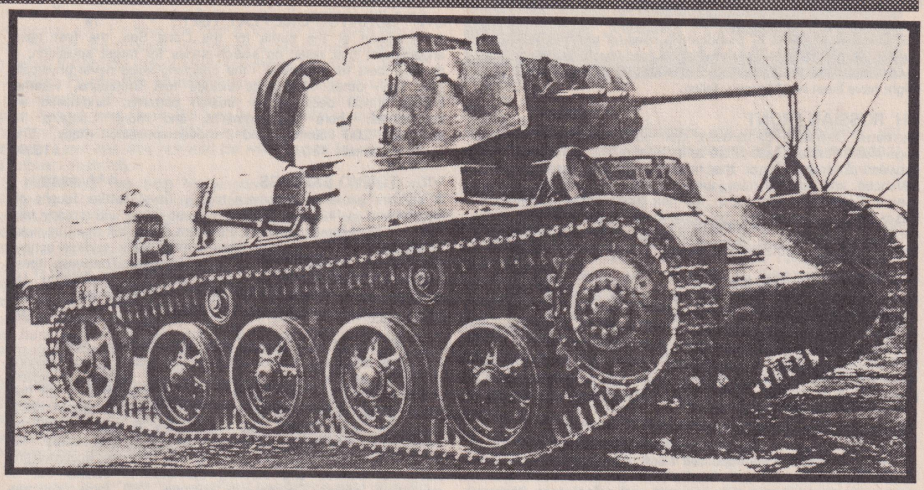
COA **OVER THE REICH** ***/#
Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. $55.00

AH **PANZER LEADER** **/###
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. $65.00

AH **RAID ON ST. NAZAIRE** **/####
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolit-ion teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. 260 counters, point-to-point system 16"x33" mapboard. $65.00

3W **SPITFIRE!** **/##
Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types, including Polish PZL11, French Potez 63 and Dewotine D520, German ME109, FW200, British Hurricanes and Spitfires, plus US and Italian aircraft. Missions range from tank busting to dogfighting to bomber intercepts. $50.00

3W **THE LAST BLITZKRIEG** **/###



A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occured or were alleged to have occured during the battle. With 300 counters, rules, charts, 34"x22" map, $35.00

GMT **THE RISE OF THE LUFTWAFFE** **/##
Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railyards, $55.00
EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displa;s, etc. $65.00

3W **TO THE FAR SHORE** ***/##
It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. With 17 types of terrain, turns of two days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement, etc. With realistic and detailed invasion rules. 500 counters, 2 maps. $50.00

JED **VICTORY AT SEA** */#
A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. $30.00

COL **WEST FRONT** **/#
This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. The game system flows quickly and uses a simple and very effective command system of unit activation and depletion of supplies as a result. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. Otherwise, in a two player game, the game itself controls the invading Soviet armies, and when they arrive, you normally just sit there are watch them roll towards you, Germany by this stage being in a really bad way, unless you manage to pull off some miracles against the Americans and British. Includes 6 scenarios, stunning 22'x34" mapboard, etc. $90.00

EASTERN FRONT

TGI **BLACK WEDNESDAY** ***/###
A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. $75.00

COA **BORODINO '41** **/#
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks and had to disolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you brake through? 280 counters, maps, rules, etc. $65.00

S&T152 **CASE GREEN** **/#
A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. $10.00

RHI **CAMPAIGN TO STALINGRAD** **/#
We've been able to snaff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two mapsheets, lots of play aid charts, etc. Each turn is three days, and each hex in 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanised Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while encircling and trapping the German army so that it cannot break out? $70.00

COL **EAST FRONT** **/#
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with khaki stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponents strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a **great** game, of the most challenging theatre of war in WW2. $90.00

GMT **LOST VICTORY KHARKOV 1943** **/##
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. $65.00

AH **PANZERBLITZ** **/###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. $60.00

JED **RUSSIAN CAMPAIGN Series II** */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives &

counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. $25.00

AH **RUSSIAN FRONT** **/##
Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. $65.00

3W **SPIRES OF THE KREMLIN** ***/###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. $60.00

TGI **STALINGRAD POCKET 2nd Ed** */###
This is the 2nd Ed of the 1992 game. Includes a reworked map and Order of Battle, and updated rules. The game covers the Soviet counteroffensive and the German operations to hold the pincers apart and if that fails, to relieve the Stalingrad Pocket. Soviet play requires the use of a ponderous and fragile weapon of great size (the Red Army of 1942), and German play requires sabre-like use of mobile reserves in hit and run tactics. 560 counters, 1 large and very colorful map. Rules are simple, so makes a good, flowing game. $50.00

GMT **TYPHOON Drive on Moscow 1941** ***/###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. Instead, their huge loses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. $80.00

AH **TURNING POINT: STALINGRAD** **/###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

PACIFIC THEATRE

AH **GUADALCANAL** */#
The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. $70.00

3W **LONG LANCE & HENDERSON FIELD** */###
Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the Island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign, Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. $50.00

AH **MIDWAY 2nd Edition** */#
After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. $45.00

VIC **PACIFIC WAR** ****/#
In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully in-tegrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! $100.00

3W **"SCRATCH ONE FLAT TOP!"** **/#
A simulaton of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target aquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and 2 movement/search maps. This game is normally $50.00. $15.00

VIC **TOKYO EXPRESS** ***/####
A solitaire game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warhips. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockaiding US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. $80.00

AH **VICTORY IN THE PACIFIC 2nd Edition** */#
Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. $55.00

POST WORLD WAR II

AVA **ACQUIRE Deluxe Edition** */#
Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. $60.00

AVA **AIR BARON** */#
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Profits are made every turn, and anyone can get lucky and shoot ahead. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes lovely mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. Good quality game. $75.00

3W **CHINESE CIVIL WAR** **/###
A fascinating study of a guerilla army pitted against a convential one. Clear one province of guerillas and they'll pop up in the next one, redeploy your troops and they will reappear in the areas you just cleared. You may win the battles, but the guerillas may win the war. This is a demanding and taxing game - can you handle the pressure? 34" x 22" full color map, 200 counters. $35.00

GMT **CRISIS SINAI 1973** **/###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

AH **IDF - Israeli Defense Force** **/##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. $90.00

VIC **VIETNAM 1965-1975** ****/#
A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, airmobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps. $60.00

TGI **YOM KIPPUR** **/###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. $55.00

WORLD WAR III

AH **FIREPOWER** ***/##
Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness envirionments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, wea-pon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal character-isitics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). $60.00

VIC **FLASHPOINT: GOLAN!** ***/##
The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally $80.00 - please - buy a copy & give it a home! $35.00

AH **FLIGHT LEADER** **/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Com-ponents feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

AH **M.B.T.** **/##
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. $70.00

Science Fiction

BattleTech

FAS **BATTLETECH 3rd Edition** **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, 'Mech anatomy & Regimental organisations.There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderblt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! $40.00

BattleTech Compendium: The Rules of Warfare
Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20; a map of the Innersphere. $35.00

BattleLance Miniatures Rules
This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is

recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

BattleTech Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $40.00

BattleMechs Contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. $10.00

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $35.00

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. $35.00

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $35.00

BattleTech Recognition Cards 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mechs is also given it's Mechforce USA combat value. $40.00

BattleTech Tactical Handbook An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. $24.00

Black Thorns Based on the events in the novels *Main Event* and *DRT*, this book includes a history & game info of the Black Thorns. $20.00

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $50.00

CityTech Plastic Mechs We are also selling separately the 8 plastic mechs found in the CityTech boxed set. The 8 mechs are: Orion, Victor, Centurion, Javelin, Uller, Black Hawk, Daishi & Mad Cat. All are conversions of the metal Ral Partha mechs. $10.00

Chaos March Gives players the information they need to run games and campaigns in the troubled Sarna March. An up to date look at the many factions and employment opportunities on the planets in the area, also rules and equipment, with a chapter on Outreach. $24.00

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. $30.00

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $16.50

First Somerset Strikers A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $35.00

Hot Spots Rulebook adding further rules regarding being a mercenary. $22.50

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. $35.00

Luthien Scenario pack on the entire Clan invasion. $22.50

Mech Record Sheets 3025/3026 The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $35.00

Mech Record Sheets 3050 Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $35.00

Mech Record Sheets 3055/3058 More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $35.00

Medium Omnimech Techprints Stunning full color cut-away views of 4 Clan medium omnimechs. Size 22" x 34". $33.00

Plastech Contains 16 1/285th scale plastic 'Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. $35.00

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and an illustration for 55 'Mechs variant s, plus conventional vehicles, combat aircraft, etc. This revised priting also includes the mechs from Readout 2750, which is being dropped. Due July. $30.00

Technical Readout #2 3026 Vehicles & infantry combat equipmt. $30.00

Technical Readout #3 2750 Earlier 'Mechs & conventional wpns. $30.00

Technical Readout #4 3050 The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. $30.00

Technical Readout #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! $30.00

Technical Readout # 6 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $30.00

Technical Readout # 7 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $35.00

The Falcon & The Wolf Scenario pack that pits Clan against Clan. The battles featured in Bred for War and I am Jade Falcon are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. $20.00

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. Due Aug. $24.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $35.00

Tukayyid 25 scenarios represent all the major engagements of Tukayyid. As the Clans, players may engage is bidding to determine who among them is worthy to lead their forces to victory. As the Comguards the player must use superior numbers and guerrilla tactics to overcome the Clans technological and skill advantage. $24.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Car Wars

STE **CAR WARS CLASSIC** */#

A game of the freeways of hte future - where the right of way goes to the biggest guns. Players choose their vehicles - complete with weapons, armor, power plants, suspension, and even body style. Then its to the road to become an ace or to crash and burn. As you survive battles your abilities improve, and you earn money to buy bigger and better cars. And the biggest attraction of all is the design rules, where you can customize your own cars, trucks, and cycles, within design parameters. 103 oounters, 2 sided map rules. $20.00

CAR WARS COMPENDIUM 2nd Ed 112 page softcover book including all the rules from Deluxe Car Wars through to Boat Wars, newly organised, illustrated and indexed for easy access. An eight page charts and tables insert makes car design and play easier. $35.00

STE **CAR WARS DELUXE** */#

This boxed set weighs a ton! This complete game includes all the rules from Car Wars Classic, but has extra maps and counters, as well as road sections printed on sturdy cardstock. Cars, cycles, vans, ten-wheeled trucks, trailers, semi-rigs, 3 wheelers, and helicoptors - combat on the freeways, in the arenas, and even off-road duelling - its all here. Also includes the complete 2nd Ed Car Wars Compendium as described above, and a bonus supplement. (The box I looked in had the complete AeroDuel.) $50.00

TAS **FEDERATION & EMPIRE (DELUXE)** ***/##

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... $99.00

CARRIER WAR Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. $40.00

SPECIAL OPERATIONS Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. $22.50

MARINE ASSAULT Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. $30.00

DP9 **MINI HEAVY GEAR** */#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG. It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play this game. $3.95

BUF **NUCLEAR WAR** */#

A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, player mats, rules. $45.00

NUCLEAR ESCALATION

A stand alone card game, which can also be combined with *Nuclear War* if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spys, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc. $45.00

NUCLEAR PROLIFERATION

Also a stand alone card game, which can be combined with the previous two games. You choose which farcical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs, etc. A lesson in the futility of atomic warfare. $45.00

NUCLEAR WAR BOOSTER PACKS Each booster pack contains 8 cards randomly inserted from a range of 47 all new cards. You can use these additional cards with Nuclear War, Nuclear Escalation, or Nuclear Proliferation.

Pack $0.75 ea **Display $30.00** 400 cards

STE **OGRE/GEV** */###

Its back! Contains two complete games, OGRE and GEV, but you can also use the units or map from one game with the other. In OGRE one player has a force of infantry and conventional armor and a command post to defend. The other player has just one unit - the giant Cybernetic tank called an Ogre, but it is an even match. Advanced rules allow for solitaire and multi-player games, and allow concealed units, mines, and Self-Destruct. The second game is GEV, which focuses on fast moving hovercraft and their effect upon futuristic combat. With back to back counters, simple fast moving rules, & 2 sided map. $20.00

STE **OGRE MINIATURES RULES** **/##

We'll put this into the Miniatures Section of the catalog in the next catalog. Contains everything you need to recreate miniature battles set in the Ogre universe, historical background, rules, scenarios, and tables with which to design your own units. A fast playing and deadly system. $30.00

WIZ **ROBO RALLY Revised Printing** */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyer belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. $60.00

Silent Death The Next Millenium

IRO **SILENT DEATH The Next Millennium Deluxe Edition** **/##

A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. $80.00

SILENT DEATH The Next Millenium RULEBOOK

The rulebook of the above boxed set, available separately. $24.00

RENEGADES: The Espan Rebellion

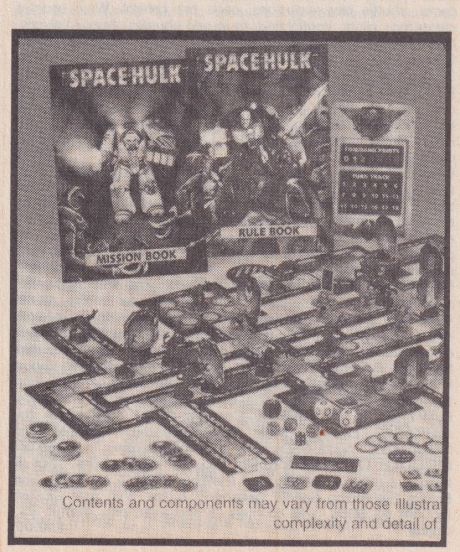
A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. $16.00

SUNRUNNERS

With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. $21.50

WARHOUNDS

Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death.



Contents and components may vary from those illustra complexity and detail of

Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. $24.00

Space Hulk

GAM **SPACE HULK** **/##
Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes,24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! $99.00

Star Fleet Battles

TAS **STAR FLEET BATTLES CAPTAIN'S ED BASIC SET** ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24''x20'' starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. $65.00

SFB ADVANCED MISSIONS Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), 216 counters. $65.00

CAPTAIN'S RULEBOOK This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Cap'ts Ed Basic Set. $80.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. $18.00

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. $20.00

CAPTAIN'S LOG # 11 80 pages: scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation,etc $20.00

CAPTAIN'S LOG # 12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. $20.00

CAPTAINS LOG # 13 80 pages of fiction, scenarios, new SSDs. $20.00

CAPTAINS LOG # 14 80 pages of articles, scenarios, new SSDs, fiction, etc. $20.00

CAPTAINS LOG # 15 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. $20.00

CAPTAINS LOG # 16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactices for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. $30.00

CAPTAINS LOG # 17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. $30.00

CAPTAINS MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. $35.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! $35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! $35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. $20.00

CAPTAINS MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. And a 96 page SSD book, 108 counters. $40.00

CAPTAIN'S SSD PACK Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. $40.00

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. $30.00

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. $30.00

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. $34.95

MODULE C4: Fleet Training Centre Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. $50.00

MODULE M: Star Fleet Marines The toughest hombres in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, advanced rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, and 16 new scenarios that portray every aspect of marine action, & 216 counters. $45.00

MODULE R1 Starbases, battle stations, base modules, freighters, etc. $35.00

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. $35.00

MODULE R3 Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. $35.00

MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. $35.00

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! $40.00

MODULE R6 The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. $50.00

MODULE S1: Scenario Book #1 51 scenarios & a 19''x23'' asteroid-belt map. $22.00

MODULE S2: Scenario book # 2 with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. $23.95

MODULE T: TOURNAMENTS 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. $25.00

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. $35.00

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). $30.00

TOURNAMNENT BOOK '91 Complete rules, 12 tourney SSDs & 216 counters. $10.00

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	$11.95
TAS5302	Klingon D7	$11.95
TAS5303	Romulan Warbird (2)	$11.95
TAS5401	Starter Set	$30.00

(Fed CA, Klingon D7, Warbird, 2 x Tholian PC)

The following are strictly limited edition starships. Once gone, we can't get anymore.

TASLE2222	Andro Python & Conquistidor	$12.95
TASLE2223	Klingon Tug	$16.95
TASLE2224	Gorn DN	$11.95
TASLE2225	Kzinti Tug	$14.95
TASLE2226	Starbase	$14.95
TASLE2227	Hydran CL & FF	$14.95
TASLE2228	ISC DN	$14.95

Fantasy

TSR **DRAGONSTRIKE** */#
An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. Special $45.00

TSR **DUNGEON! 2nd Edition** */###
1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21''x35'' mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero minatures. $50.00

AH **MAGIC REALM 2nd Edition** ****/###
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! $60.00

PRE **SLASHER** */#
A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the Ifie has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playiing time is 90 minutes. $30.00

AH **TITAN** **/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16''x22'' Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8''x11'' Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. $65.00

GAM **TALISMAN 3rd Edition** */#
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

TALISMAN DUNGEON OF DOOM
Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. $45.00

TALISMAN CITY OF ADVENTURE
Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards, etc. $45.00

TALISMAN DRAGON'S TOWER
Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Also contains 4 new characters & their miniatures. $60.00

ICE **THE HOBBIT** *
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice, etc. $65.00

GAM **WARHAMMER QUEST** *
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. $99.00

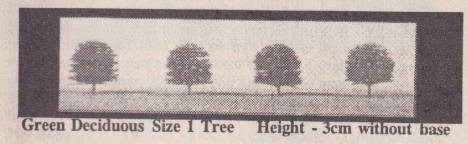
WARHAMMER QUEST MINIATURES

CIT00017	CHAOS WARRIOR	$22.00
CIT00081	PIT FIGHTER CHARACTER PACK	$22.00
CIT00098	IMPERIAL NOBLE	$22.00
CIT00104	WARRIOR PRIEST	$22.00
CIT00111	ELF RANGER	$22.00
CIT00128	DWARF TROLLSLAYER CHARACTER	$22.00
CIT00135	WARDANCER	$22.00
CIT00159	WITCH HUNTER	$22.00
CIT00173	CHAOS WARRIOR	$20.00
CIT000210	TREASURE CARDS DECK 2	$15.50
CIT000227	TREASURE CARDS DECK 3	$15.50
CIT000265	EVENT CARDS	$15.50

AH **WIZARDS QUEST** */#
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. $50.00

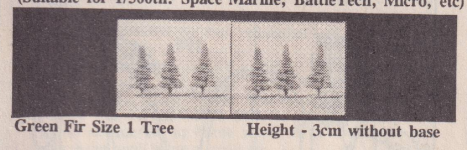
K&M MODEL TREES

The Trees Used By Games Workshop



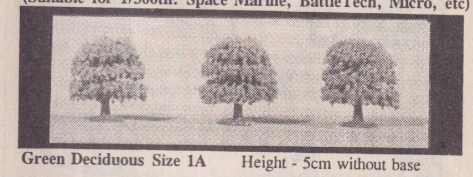
Green Deciduous Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Green Fir Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

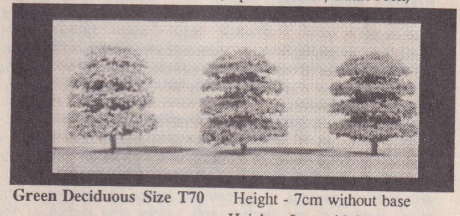


Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)

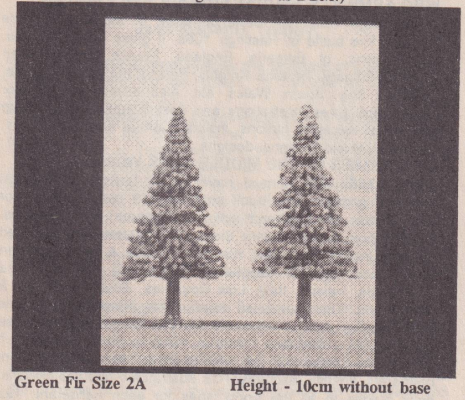
Green Fir Size 1A **Height - 5.5cm without base**
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)



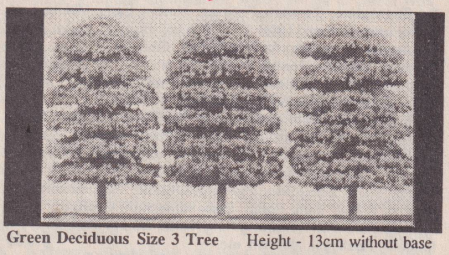
Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



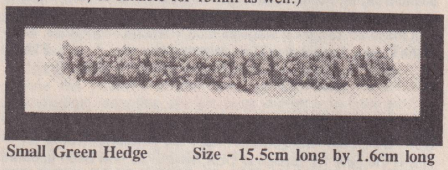
Green Fir Size 2A **Height - 10cm without base**
Height - 12cm with base

$3.50 each unbased or $63.00 for a box of 20 unbased
$4.00 each based or $72.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



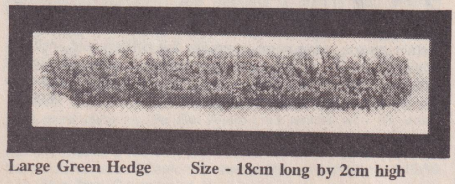
Green Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



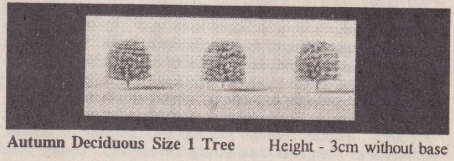
Small Green Hedge **Size - 15.5cm long by 1.6cm long**

$2.95 each or $53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)



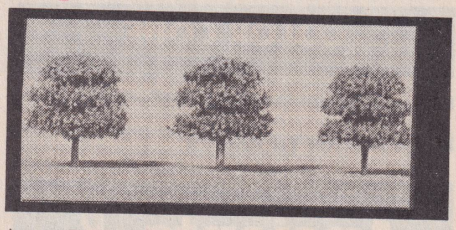
Large Green Hedge **Size - 18cm long by 2cm high**

$4.50 each or $81.00 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)



Autumn Deciduous Size 1 Tree Height - 3cm without base

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Autumn Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)

Autumn Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)

Autumn Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSHA1	Grass Green Flock	$3.95
K&MSHA2	Grass Medium-Green Flock	$3.95
	This color is the closest to the Citadel Grass Green Flock	
K&MSHA3	Light Olive Green Grass Flock	$3.95
K&MSHA4	Dark Olive Green Grass Flock	$3.95
K&MSHA7	Dark Green Flock	$3.95
K&MSHA9	Dark Brown Flock	$3.95
K&MSHA10	Mushroom Brown Flock	$3.95
K&MSHA14	Golden Sand Flock	$3.95

This color is suitable for sun-burnt grass like in the Middle East, or for sand.

Miniatures & Miniatures Rules

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Renaissance

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition
Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual `terror' weapons, & basic strategies. **$16.00**

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC
This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **$16.00**

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America
90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **$16.00**

WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed. eg, there are four Carthaginian lists & 6 Roman lists of the same period. **$16.00**

D.B.M.

WRG D.B.M. Version 1.3
DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat
The new 1.3 printing of DBM has been updated to include all of the 1.2 changes, as well as a few new changes and clarifications.
These rules are the best and most popular for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC
A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD
A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD
A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Tribal Mongolian, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD
The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. **$16.00**

DBA

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1
This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **$16.00**

DBR

WRG DBR Wargames Rules for Renaissance Battles
This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Skirmishers, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **$16.00**

WRG DBR. ARMY LISTS BOOK 1
Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **$16.00**

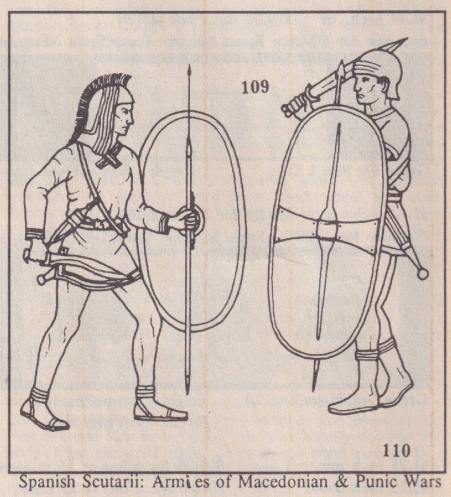
WRG DBR ARMY LISTS BOOK 2
At this time we don't have any information, except we think it will cover the English Civil War and other armies of that time period. Due Sep? **$16.00**

WRG HORDES OF THE THINGS
See Heading under Fantasy Miniatures Section. **$16.00**

WRG History Books

WRG ARMIES OF THE NEAR EAST
208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaen, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **$38.00**



Spanish Scutarii: Armies of Macedonian & Punic Wars

WRG ARMIES & ENEMIES OF IMPERIAL ROME
150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmations, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price** **$10.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD
A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES
1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **$30.00**

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD
A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics. organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1
1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hobilar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerant. 192 pages. **Special price.** **$19.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2
1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war

wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **$38.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off our normal retail prices. Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. **$Quote**

NEW KINGDOM EGYPTIAN 1250 BC

15mm: 3 generals in chariots, 12 chariots, Reg Cv(S), 40 Spearmen, 16 Axemen, 40 Bowmen, 16 Javelinmen, 8 skirmishers, & 18 baggage animals. (Chariot Miniatures) **$142.00**

6mm: 30 chariots, 120 Spearmen, 48 Axemen, 120 Archers, 36 Javelinmen, 24 skirmishers. **$57.00**

347 points, 53 elements. The most popular Egyptian army, with excellent foot troops and superior cavalry chariots. *Please allow 3 - 6 weeks for delivery.*

LATER HOPLITE SPARTAN DBM ARMY

15mm: 210 figures - 3 Generals, 153 hoplites, 24 Javelinmen, 12 Light Horse, 18 baggage animals. (Museum Miniatures) **$102.00**

6mm: 557 figures - 3 generals, 35 light horse, 447 hoplites, 72 javelinmen. (Irregular Miniatures) **$49.00**

350 points, 63 elements Figures are by Museum. The Later Hoplite army's advantages lie in that it has three regular generals rather than 2 ally generals, and in that all of the Hoplites are regular. As such, the army is easy to control.

GALLIC DBM ARMY, 100 BC

15mm: 255 figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) **$141.00**

6mm: 648 figures - 3 generals, 141 cavalry, 360 warband, 144 skirmishers. (Irregular Miniatures) **$69.00**

Makes 350 points, 93 elements. The traditional opponents of the Romans, fighting Camillan, Polybian, & Marian Romans. The warband are very difficult to control, but the army has a lot of good cavalry and skirmishers.

LATER CARTHAGINIAN 209 BC

15mm: 180 figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors - very popular!) **New Price - $120.00**

350 points, 64 elements. One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.

POLYBIAN ROMAN 209 BC

15mm: 157 figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Princeps, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. **New Price - $99.00**

349 points, 53 elements. Figures by Battle Honors (Sculpted by Tony Barton. Please allow 2 weeks for delivery. These are the best Polybian figures available. I only just discovered this range - and I bought myself the army immediately.)

The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

EARLY IMPERIAL ROMAN DBM ARMY

15mm: 191 Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. (Museum Miniatures) **$98.00**

6mm: 413 figures - 3 generals, 86 cavalry, 228 legionaries, 96 auxiliaries. (Irregular Miniatures) **$44.00**

350 Points, 49 elements. A good balanced Roman army, with lots of Blades, Superior Auxilaries, and cavalry. They fought the Armenians, Parthians, Germans, British, Samatians, etc.

CLASSICAL INDIAN 321 BC

15mm: 163 figures - 7 elephants with 6 supporting javelinmen each, 18 Cavalry, 42 Archers, 24 Javelinmen & 18 baggage animals. 350 pts & 41 elements. (Museum Miniatures) **$122.00**

6mm: 14 elephants with 42 escorts, 50 cavalry, 162 archers, 90 javelinmen. (Irregular Miniatures) **$54.00**

35 elements, 350 points. A small but extremely powerful army. With superior elephants, superior longbowmen, and fast blades, who can go through the archers to protect them if necessary.

MONGOL 1206 - 1266 AD: 106 figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. *350 points, 44 elements. Figures by Museum (very nice!)* An army I am dreaming of buying myself one day. This army is unique in that it has all regular generals, with the option of having four generals, and all cavalry and superior light horse. This army will never be outmaneuvred. **$89.00**

ILKHANID MONGOL 1281 AD: 111 figures - 4 generals, 14 Guard Cavalry, 6 Hospitaller Knights, 16 Hospitaller Crossbowmen, 41 Mongol Light Horse, 12 Kurdish foot, 18 baggage animals. 346 points, *43 elements. Figures by Museum (very nice!)* This is the Mongol army that invaded the Middle East, making an alliance with the Hospitallers to fight the Muslims. This army is popular because it has four generals, superior knights, crossbows, as well as superior cavalry and light horse. **$82.00**

AYYUBID EGYPTIAN 1171 AD: 126 figures - 3 generals, 24 Mamluk superior cavalry, 9 unarmored Mamluk cavalry, 18 Askaris cavalry, 20 Turkoman superior light horse, 12 Bedouin Arab light horse, 18 auxiliaries, 10 skirmishers, 18 baggage.

51 elements, 350 points. Figs by Museum. The armies of Saladin, the classic opponent of the Later Crusaders. For players who like cavalry armies, this is one of the best, having regular generals.. **$100.00**

MAMLUK EGYPTIAN 1250 AD: 123 figures - 3 generals, 42 Mamluk superior cavalry, 18 Halqa ordinary cavalry, 20 Turkoman superior lighthorse, 18 auxiliaries, 10 skirmishers, 18 baggage.

48 elements, 349 points. Figures, by Museum. The successors to the Ayyubid Egyptians, these fought againts the Later Crusaders, Ilkhanids, Timurids, Knights of St John. Another very good cavalry army, this one having even more superior cavalry.

100 YEARS WAR ENGLISH 1410 AD

15mm: 145 figures - 3 Generals, 6 Mtd Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) **$73.00**

6mm: 306 figures - 3 generals, 21 mtd knights, 60 foot knights, 162 longbowmen, 48 billmen, 12 skirmishers. (Irregular) **$30.00**

350 points, 41 elements. A small but powerful army. Dismounted foot knights fight well against any opponent, and longbows are the nemesis of all mounted opponents.

MEDIEVAL FRENCH 1410 AD

15mm: 160 figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) **$100.00**

6mm: 426 figures - 3 generals, 141 knights, 132 crossbowmen, 120 Brigans, 30 Ribauds. (Irregular Miniatures) **$52.00**

350 points, 52 elements. The opponents of the 100 Years War English. A much larger army, and with lots of Superior Knights, but also difficult to control and without any good quality foot troops.

MUSEUM MINIATURES

15mm

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

MUSSE1	Macedonian Phalangite (1)	$0.55
MUSSE2	Seleucid/Successor/Hellenst Phalangite	$0.55
MUSSE3	Thracian Foot with Rhomphia (1)	$0.55
MUSSE4	Peltast with crescent shld & javelin (1)	$0.55
MUSSE5	Psiloi with javelin & shield (1)	$0.55
MUSSE6	Psiloi with javelin & shield	$0.55
MUSSE7	Spartan or Later Hoplite (1)	$0.55
MUSSE8	Early/Mercenary Hoplite (1)	$0.55
MUSSE9	Lycian/Pamphylian/Mysian spear & shld	$0.55
MUSSE10	Lycian/Pamphylian sword, round shld	$0.55
MUSSE11	Persian Cavalryman armed with spear	$1.10
MUSSE12	Persian Archer in trousers & tunic (1)	$0.55
MUSSE13	Thracian slinger with shield & cap (1)	$0.55
MUSSE14	Scythian foot archer, with fox skin cap (1)	$0.55
MUSSE15	Thracian Peltast with spr,shld,greaves (1)	$0.55
MUSSE16	Greek/Thracian Hv Cv w/bronze cuirass	$1.10
MUSSE17	Spartan Hoplite or General, with cape (1)	$0.55
MUSSE19	Illyrian Foot with shield & javelin (1)	$0.55
MUSSE21	Bactrian Heavy Cavalry/Sub General (1)	$1.10
MUSSE22	Scythian Heavy Cavalry, unarmord horse	$1.10
MUSSE23	Scythian Foot with spear & javelin (1)	$0.55
MUSSE24	Scythian Foot armed with axe (1)	$0.55
MUSSE25	Scythian Cavalry on armored horse (1)	$1.10
MUSSE26	Veteran/Guard Phalangite (1)	$0.55
MUSSE27	Scythian Horse Archer (1)	$1.10
MUSSE28	Saka Cavalry on armored horse (1)	$1.10
MUSSE29	Bactrian/Sogdian/Scythian Horse Archer	$1.10
MUSSC01	Seleucid C-in-C/General (1)	$1.10
MUSSC02	Seleucid/Sccessor Companion/Agema	$1.10
MUSSC03	Scythian/Armenian Horse Archer (1)	$1.10
MUSSC04	Macedonian/Successor Companion Cav	$1.10
MUSSC05	Seleucid/Successor Cataphract SHC (1)	$1.10
MUSSC06	Tarantine Light Cavalry with Javelin (1)	$1.10
MUSIE11	Macedonian Elephant w/driver & pikeman	$8.25
MUSIE12	Seleucid Elephant, tower, driver, 3 crew	$8.25
MUSIE14	Successor Elephant, tower, driver, 2 crew	$8.25
MUSBS01	Macdn/Succssr Bolt Thrower & 2 crew	$5.50
MUSCA01	Greek Psiloi/Cretan archer (1)	$0.55
MUSNS01	Greek Psiloi Slinger (1)	$0.55
MUSCT02	Seleucid 4 Horse scythed chariot & driver	$8.25

Gallic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

MUSGL01	Naked Fanatic w/sword & shield (1)	$0.55
MUSGL02	Naked Fanatic w/spear & shield (1)	$0.55
MUSGL03	Foot Warrior w/shield & sword (1)	$0.55
MUSGL04	Light Infantry skirmisher, shld & jvln (1)	$0.55
MUSGL05	Light Infantry Javelinman, shdl & jvln (1)	$0.55
MUSGL06	Light Infantry archer (1)	$0.55
MUSGL07	Cappadocian/Paphlagonian, shld & jvlns	$0.55
MUSGL08	British Light Cavalry, shld & jvln (1)	$1.10
MUSGL09	Medium/Heavy Cavalry, shld & spear (1)	$1.10
MUSGL10	Noble Cavalry/General/CinC, mail & shld	$1.10
MUSGL11	Light Infantry Slinger (1)	$0.55
MUSGL12	Infantryman armed with war horn (1)	$0.55
MUSGL13	Infantryman holding standard (1)	$0.55
MUSGL14	Warrior in chainmail,shield,sword (1)	$0.55
MUSCT04	Two Horse Chariot with driver & warrior	$5.50
MUSCT04G	Two Horse Chariot,driver & armored Warr	$5.50

Early & Middle Imperial Roman

True 15mm metal miniatures available separately

MUSRM02	Mounted Roman CinC/General (1)	$1.10
MUSRM03	Middle Imperial Legionary (1)	$0.55
MUSRM04	Middle Imperial Legionary Lanciarii (1)	$0.55
MUSRM05	Equites Sagittarii Legionary Lt Cav (1)	$1.10
MUSRM06	Equites Alares/Cohortales Cavalry (1)	$1.10
MUSRM07	Middle Imperial Auxiliary Infantry (1)	$0.55
MUSRM08	Legionary Centurion (1)	$0.55
MUSRM09	Legionary Standard Bearer (1)	$0.55
MUSRM10	Legionary Legionary Musician (1)	$0.55
MUSRM11	Early Imperial Legionary, Lorica Segmta	$0.55
MUSRM12	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM13	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM14	Sarmati on Lancer on Horse (1)	$1.10
MUSRM15	Auxiliary Centurion (1)	$0.55
MUSRM16	Auxiliary Standard Bearer (1)	$0.55
MUSRM17	Auxiliary Auxiliary Musician (1)	$0.55
MUSRM18	Early Imperial Legionary with Sword (1)	$0.55
MUSRM19	Middle Imperial Legionary with Sword (1)	$0.55
MUSRM20	Middle Imperial Lanciarii with sword (1)	$0.55

1000s - 1300s AD Early Medieval

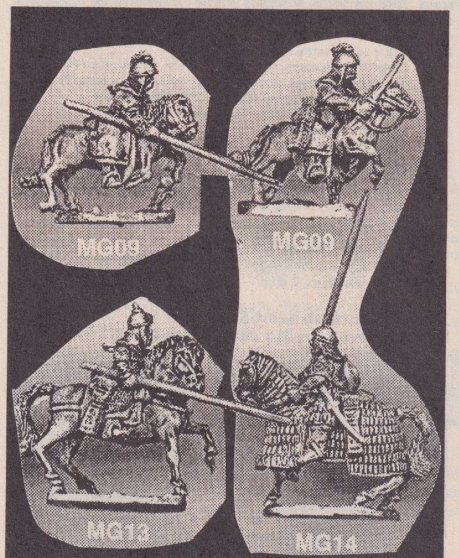
True 15mm metal miniatures available separately

MUSNI01	Light Infantry Archer (1)	$0.55
MUSNI02	Medium Infantry Spearmen , kite shld (1)	$0.55
MUSNI03	Heavy Infantry Spearmen, kite shield (1)	$0.55
MUSNI04	Unarmored Crossbowmen (1)	$0.55
MUSNI05	Medium armored archers (1)	$0.55
MUSNI06	Slav Infantry with spear & kite shield (1)	$0.55
MUSNI07	Heavy Infantry with 2 handed axe (1)	$0.55
MUSNI08	Viking Berserker with axe (1)	$0.55
MUSNI09	Viking Berserker with sword (1)	$0.55
MUSNI10	Viking Bondi Archers (1)	$0.55
MUSNI11	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI12	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI13	Viking Skirmisher, javelin, shield (1)	$0.55
MUSNI14	Viking Bondi Spearmen with spear (1)	$0.55
MUSNI15	Viking CinC on foot, sword & shield (1)	$0.55
MUSNI16	Viking Huscarl with axe (1)	$0.55
MUSNI17	Staff Slinger light infantry (1)	$0.55
MUSNI18	Viking Ulfhednar with sword (1)	$0.55
MUSNI19	Viking/Norman Hvy Inf, spr, shld (1)	$0.55
MUSNI25	Crusader Crossbowman, armored (1)	$0.55
MUSNI26	Crusader Archer, chainmail hauberk (1)	$0.55
MUSNI27	Crusader Foot Knight, swrd, shld (1)	$0.55
MUSNI28	Crusader Foot Knight with mace, shld (1)	$0.55
MUSNI29	Crusader Foot Knight w/spear & shld (1)	$0.55
MUSNI30	Crusader Heavy inf w/spear & shld (1)	$0.55
MUSNI31	Armored crossbowman (1)	$0.55
MUSNI32	Crusader Foot Knight w/swrd & shld (1)	$0.55
MUSNI34	Crusader General on foot, swrd,shld (1)	$0.55
MUSNI36	Crusader Foot Knight with axe (1)	$0.55
MUSNI37	Teutonic Foot Knight with mace, shld (1)	$0.55
MUSNI38	Crusader Foot Knight with sword,shld(1)	$0.55
MUSNI39	Teutonic Foot Knight with sword,shld (1)	$0.55
MUSNI40	Teutonic Foot Knight with lance,shld (1)	$0.55
MUSNC01	Mtd Norman Caballarii (c 850 AD) (1)	$1.10
MUSNC02	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC03	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC04	Mtd Norman Retainer, medium cav (1)	$1.10
MUSNC10	Mtd Crusader Turcopoles firing bow (1)	$1.10
MUSNC11	Mtd Crusader Turcopole with javelin (1)	$1.10
MUSNC12	Mtd Norman CinC (1)	$1.10
MUSNC13	Mtd Crusader Templar Knight (1)	$1.10
MUSNC14	Mtd Crusader Hospitaller Knight (1)	$1.10
MUSNC15	Mtd Crusader Hospitaller Knight w/swrd	$1.10
MUSNC16	Mtd Crusader Sergeant w/lance (1)	$1.10
MUSNC17	Mtd Crusader Knight with lance/shld (1)	$1.10
MUSNC18	Mtd Crusader Brotherknight (1)	$1.10

Mongols

True 15mm metal miniatures available separately

MUSMG01	Mongol CinC on Armored Horse (1)	$1.10
MUSMG02	Mongol Standard Bearer Unarmored Horse (1)	$1.10
MUSMG03	Keshik Turghaut Extra Heavy Cav (Bow) (1)	$1.10
MUSMG04	Keshik Turghaut Extra Heavy Cav Lancer (1)	$1.10
MUSMG05	Keshik Khorchin Light Cav with box (1)	$1.10
MUSMG06	Mongol Toumans Ligh Cav Bow (1)	$1.10
MUSMG07	Mongol Toumans Light Cav Sword (1)	$1.10
MUSMG08	Mongol Toumans Light Cav Lance (1)	$1.10
MUSMG09	Mongol Toumans Heavy Cav (1)	$1.10
MUSMG11	Ilkhanid Light Cav with bow (1)	$1.10
MUSMG12	Ilkhanid Light Cav with bow (1)	$1.10
MUSMG13	Ilkhanid Heavy Cav with Lance (1)	$1.10
MUSMG14	Ilkhanid Lancer on Armored Horse (1)	$1.10



1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

MUSMD01	Unarmored English Longbowman (1)	$0.55
MUSMD02	Armored English Longbowman (1)	$0.55
MUSMD03	Unarmored Welsh Longbowman (1)	$0.55

MUSMD04	French Crossbowman (1)	$0.55
MUSMD05	Genoese Crossbowman (1)	$0.55
MUSMD06	French Archer with bow (1)	$0.55
MUSMD07	Welsh Knifeman, long knife & shield (1)	$0.55
MUSMD08	Welsh Spearman, spear & shield (1)	$0.55
MUSMD09	False French Town Militia, spear,shield	$0.55
MUSMD10	Brigand with 2handed weapon (1)	$0.55
MUSMD11	Heavily Armored English Longbowman	$0.55
MUSMD12	Foot Knight with mace & shield (1)	$0.55
MUSMD13	Foot Knight with axe (1)	$0.55
MUSMD14	Foot Knight with sword & shield (1)	$0.55
MUSMD15	Billman (1)	$0.55
MUSMD17	Mounted EHK Men-at-Arms (1)	$1.10
MUSMD18	Mounted Household Men-at-Arms SHK	$1.10
MUSMD19	English Lesser Mtd Men-at-Arms HC (1)	$1.10
MUSMD20	French/Continental Mtd M-at-Arms SHK	$1.10
MUSMD21	French Mounted Sergeant HC (1)	$1.10
MUSMD22	Mounted Hobilar with Lance (MC) (1)	$1.10
MUSMD23	Mounted Archer/Longbowman (1)	$1.10
MUSMD24	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD25	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD26	Retinue Armored Billman (1)	$0.55
MUSMD27	Retinue Armored Longbowman (1)	$0.55
MUSMD28	Mounted Shire Levy Hobilar MC (1)	$1.10
MUSMD29	Shire Levy Billman (1)	$0.55
MUSMD30	Burgundian Handgunner (1)	$0.55
MUSMD31	Irish Kern Light Infantry (1)	$0.55
MUSMD32	Mounted Retinue Billman (1)	$1.10
MUSMD33	Mounted Retinue archer with longbow	$1.10
MUSMD34	Burgundian Armored Pikeman (1)	$0.55
MUSMD35	Mounted, armored crossbowman (1)	$1.10
MUSMD36	Mounted CinC or Sub-general (1)	$1.10
MUSMD43	Later Men-at-arms on foot with sword (1)	$1.10
MUSMD44	Later Men-at-arms on foot with sword (1)	$1.10
MUSMA03	Medium Bombard & Crew	$8.25
MUSMA02	Small Wheeld Bombard & Crew	$5.50
MUSMA01	Organ Gun & Crew	$5.50
MUSMA04	Small Wheele d Mantlets (4)	$5.50

15mm Equipment

MUSPH01	Pack Horses (3)	$2.20
MUSAC80	Pack Camels (3)	$5.50

15mm Defenses

By Irregular Miniatures

Earthern Bank with Wooden Palisade 40mm wide	$4.00
Wooden Palisade 40mm wide	$1.30
Stone Parapet with Stone Wall 40mm wide	$4.00
Stone Wall 40mm wide	$1.30
Earthern Ditch 40mm wide	$4.00
Medieval Tent 35mm wide	$4.00

AB ANCIENTS

By Tony Barton.

The best ancients figures I've seen, by far, but around 18mm tall.

Ancient Greeks

ABGR1	Front Rank Hoplite (1) 2 types	$0.70
ABGR2	Rear Rank Hoplite (1) 2 types	$0.70
ABGR3	Front Rank Spartan (1) 2 types	$0.70
ABGR4	Rear Rank Spartan (1) 2 types	$0.70
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	$0.70
ABGR6	Cretan Archer (1) 2 types	$0.70
ABGR7	Spartan Officer (1)	$0.70
ABGR8	Hoplite Officer (1)	$0.70
ABGR9	Pipe Player (1)	$0.70
ABGR10	Horn Player (1)	$0.70
ABGR11	Thessalian Cavalryman (1)	$1.40
ABGR12	Athenian Cavalryman (1)	$1.40

BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

RO1	Velite with separate shield & javelin (8)	$4.30
RO2	Hastati/Poor Princeps, standing with pilum, square armor (8)	$4.30
RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	$4.30
RO4	Princeps (or Triarii), mail shirt, standing with spear (8)	$4.30
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	$4.30
RO6	Infantry Command Group (5)	$4.30
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	$4.30
CGC6	Use as Roman Mounted Command (3) *	$4.30

* Actually Carthaginian mounted command group.

Tabletop Complete Armies

Ancient Naval Starter Set $33.95

Ancient Naval Wargames Rules 500 BC - 500 AD, by Navwar, 9 x 1/1200th Navwar ships, 2 dice.

Medieval Skirmish Army Starter Set $49.95

Retinue Medieval Rules, 55 x 15mm Tabletop figures, 2 dice.

Napoleonic Era

Chef De Bataillon

EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importanly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. $75.00

Fire and Steel

WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. $13.50

From Valmy to Waterloo

COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. $55.00

Napoleon's Battles

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. $45.00

NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. $30.00

Volley & Bayonet

GDW VOLLEY & BAYONET

Take control of the great battles of the 18th and 19th centuries. These rules are created by the people who brought us command decision, and give us the ability to recreate the full scope of the epic battles of the black powder era. While many black powder-era rules concentrate on low-level details, making it difficult or even impossible to play an entire battle like Austerlitz, Volley & Bayonet was designed from the ground up to put Austerlitz, Waterloo, or even Gettysburg onto your table. Why content yourself with a representative incident from an engagement when you can play the whole thing? 96 pages, illustrated and containing examples and diagrams. The rules are refreshinly short - just 20 pages, the rest of the book is battle scenarios. $28.00

BATTLES OF THE AMERICAN CIVIL WAR

The first sourcebook and scenario guide for Volley & Bayonet. This book provides additional rules to enable a much broader scope of game. An army point system allows balanced and historically plausible hypothetical and tournament battles. A strategic movement and campaign system allows you to refight the entire Civil War. There are also ten major battles presented as detailed scenarios; Second Manassas, Antietam, Brandy Station, Gettysburg, and Third Winchester, Shiloh, Stones River, Chickamauga, etc. $35.00

AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

French

15mm metal figures available individually

Imperial Guard

ABIG1	Chasseur a Cheval Mtd Trooper (1)	$1.40
ABIG2	Chasseur a Cheval Mtd Officer (1)	$1.40
ABIG3	Chasseur a Cheval Mtd Trumpeter (1)	$1.40
ABIG4	Chasseur a Cheval Guidon Bearer Mtd (1)	$1.40
ABIG5	Grenadier of the Guard at attention (1)	$0.70
ABIG6	Grenadier of the Guard Drummer (1)	$0.70
ABIG7	Grenadier of the Guard Officer (1)	$0.70
ABIG8	Grenadier of the Guard Eagle Standard Bearer	$0.70
ABIG10	Chasseur ofthe Guard at attention (1)	$0.70
ABIG11	Chasseur ofthe Guard Drummer (1)	$0.70
ABIG12	Chasseur ofthe Guard Officer (1)	$0.70
ABIG13	Chasseur ofthe Guard Eagle Standard Bearer	$0.70
ABIG16	Guard Officer Mounted (1)	$0.70
ABIG17	Guard Sappeur (1)	$0.70
ABIG40	Foot artillery crewman (1)	$0.70

French Generals and Staff

ABSET1	Mtd: Davout, Lannes, Lasalle, General	$6.00
ABSET2	Mtd: d'Hautpol and Nansouty	$3.00
ABSET3	Six Mounted Marshalls	$10.00
ABSET4	Six ADCs with horses	$10.00

Imperial French 1806-1813

Line Infantry

ABIF1	Fusilier, lozenge plate, march attack (1)	$0.70
ABIF1a	Fusilier, lozenge plate, advancing (1)	$0.70
ABIF2	Fusilier, covered shako, march attack (1)	$0.70
ABIF3	Fusilier, loading or firing (1)	$0.70
ABIF4	Fusilier Officer (1)	$0.70
ABIF5	Fusilier Dummer (1)	$0.70
ABIF6	Grenadier, shako, plume, march attack (1)	$0.70
ABIF6a	Grenadier, shako, plume, advancing (1)	$0.70
ABIF7	Grenadier, covered shako, march attack (1)	$0.70
ABIF8	Grenadier, loading or firing (1)	$0.70
ABIF9	Grenadier Officer (1)	$0.70
ABIF10	Grenadier Drummer (1)	$0.70
ABIF11	Voltigeur, shako, plume, skirmishing	$0.70
ABIF12	Voltigeur, covered shako, skirmishing	$0.70
ABIF13	Fusilier/Grenadier Eaglebearer (1)	$0.70
ABIF14	Deuxieme Portaigles with halberd (1)	$0.70
ABIF15	Fusilier/Grenadier Standard Bearer (no eagle)	$0.70
ABIF16	Voltigeur Officer with carbine (1)	$0.70
ABIF17	Voltigeur Cornet (1)	$0.70
ABIF18	Mounted Officer (1)	$1.40
ABIF19	Mounted ADC (1)	$1.40
ABIF20	Casualty Set (10)	$8.00
ABIF21	Cheering Infantry (5)	$4.00
ABIF22	Pioneer/sapper wearing bearskin cap (1)	$0.70
ABIF23	ADCs and horses (6)	$10.00

Light Infantry

ABIF50	Chasseur, march attack (1)	$0.70
ABIF51a	Carabinier, shako, march attack (1)	$0.70
ABIF51b	Carabinier, bearskin, march attack (1)	$0.70
ABIF52b	Voltigeur, colpack, march attack (1)	$0.70
ABIF53a	Voltigeur, shako, skirmishing (1)	$0.70
ABIF53b	Voltigeur, colpack, skirmishing (1)	$0.70
ABIF54	Light Infantry Officer (1)	$0.70
ABIF54a	Light Infantry Officer, bearskin (1)	$0.70
ABIF55	Light Infantry Drummer (1)	$0.70
ABIF55a	Lt Inf Drummer, shako & plume (1)	$0.70
ABIF56	Light Infantry Eagle Bearer (1)	$0.70
ABIF57	Deuxieme Portaigle with halberd (1)	$0.70
ABIF58	Light Infantry Hornist, shako & pom-pom	$0.70
ABIF59	Pioneer/sapper, colpack (1)	$0.70

Cavalry

ABIFC1	Line Chasseur, habit-longue (1)	$1.40
ABIFC2	Line Chasseur, charging (1)	$1.40
ABIFC3	Line Chasseur Officer (1)	$1.40
ABIFC4	Line Chasseur Trumpeter (1)	$1.40
ABIFC5	Elite Chasseur Trooper (1)	$1.40
ABIFC7	Elite Chasseur Officer (1)	$1.40
ABF20	Dragoon (1)	$1.40
ABF20a	Dragoon charging (1)	$1.40
ABF21	Dragoon Officer (1)	$1.40
ABF22	Dragoon Trumpeter (1)	$1.40
ABF23	Dragoon Guidon Bearer (1)	$1.40
ABF23a	Dragoon Eagle Bearer (1)	$1.40
ABF27	Hussar Trooper, shako (1)	$1.40
ABF27a	Hussar Trooper, colpack (1)	$1.40
ABF28	Hussar Officer, shako (1)	$1.40
ABF28a	Hussar Officer, colpack (1)	$1.40
ABF29	Hussar Trumpeter, shako (1)	$1.40
ABF29a	Hussar Trumpeter, colpack (1)	$1.40
ABF30	Carabinier, bearskin (1)	$1.40
ABF31	Carabinier Officer (1)	$1.40
ABF32	Carabinier Trumpeter (1)	$1.40
ABF33	Carabinier Standard Bearer (1)	$1.40
ABF34	Cuirassier Trooper (1)	$1.40
ABF35	Cuirassier Officer (1)	$1.40
ABF36	Cuirassier Trumpeter (1)	$1.40
ABF37	Cuirassier Standard Bearer (1)	$1.40
ABF38	Cuirassier charging (1)	$1.40

Artilery

ABIF70	Foot Artillery Crewman (1)	$0.70
ABIF71	Foot Artillery Officer (10	$0.70
ABIF72	Horse Artillery Crewman	$0.70
ABF42	6pdr Gun	$2.50
ABF43	8pdr Gun	$2.50
ABF44	Limber Set	$8.00
ABF45	Howitzer	$2.50
ABF46	12pdr Gun	$2.50

British 1806-1813

Line Infantry

ABB1	Infantry Centre Coy, marching (1)	$0.70
ABB2	Infantry Flank Coy, marching (1)	$0.70
ABB3	Infantry Officer (1)	$0.70
ABB4	Infantry Drummer (1)	$0.70
ABB5	Ensign (1) (Early)	$0.70
ABB5a	Ensign with cased Standard (Early)	$0.70
ABB6	Sergeant with Pike (1)	$0.70

ABB7	Mounted Officer (1)	$0.70
ABB7a	Highland Mounted Officer (1)	$0.70
ABB8	Infantry Centre Coy, firing/loading (1)	$0.70
ABB9	Infantry Flank Coy, skirmishing (1)	$0.70
ABB10	Infantry Centre Coy, order arms (1)	$0.70
ABB11	Infantry Flank Coy, order arms (1)	$0.70
ABB12	Ensign standing bare pole (1)	$0.70
ABB13	Ensign standing cast flag (1)	$0.70
ABB14	Sergeant Centre Co. standing (1)	$0.70
ABB15	Sergeant Light Co. standing (1)	$0.70
ABB16	Rifleman marching at trial (1)	$0.70
ABB17	Rifleman skirmishing (1)	$0.70
ABB17a	Rifleman firing prone (1)	$0.70
ABB18	Rifle Officer (1)	$0.70
ABB19	Rifle Buglar (1)	$0.70
ABB20	Highland Infantry, Centre Co. marching (1)	$0.70
ABB21	Highland Infantry, Flank Co. marching (1)	$0.70
ABB22	Highland Infantry Officer (1)	$0.70
ABB23	Highland Drummer (1)	$0.70
ABB24	Highland Piper (1)	$0.70
ABB25	Highland Ensign (1)	$0.70
ABB26	Highland Sergeant with pike (1)	$0.70
ABB27	Highland Flank Co. skirmishing (1)	$0.70
ABB30	Light Infantry marching (1)	$0.70
ABB30a	Light Infantry advancing (1)	$0.70
ABB31	Light Infantry skirmishing (1)	$0.70
ABB32	Light Infantry Officer (1)	$0.70
ABB33	Light Infantry Drummer (1)	$0.70
ABB34	Light Infantry Buglar (1)	$0.70
ABB35	Light Infantry Ensign (1)	$0.70
ABB36	Officer Light Company (1)	$0.70
ABB37	Pioneer (1)	$0.70
ABB38	Centre Co. advancing porte arms (1)	$0.70
ABB39	Flank Co. advancing porte arms (1)	$0.70
ABB40	Centre Co. advancing levelled musket (1)	$0.70
ABB41	Flank Co. advancing levelled musket (1)	$0.70
Cavalry		
ABBC1	Dragoon, cocked hat (1)	$1.40
ABBC2	Dragoon, cocked hat, charging (1)	$1.40
ABBC3	Dragoon Officer, cocked hat (1)	$1.40
ABBC4	Dragoon Trumpeter, cocked hat (1)	$1.40
ABBC5	Dragoon, watering cap, overalls (1)	$1.40
ABBC6	Dragoon, charging, watering cap, overalls (1)	$1.40
ABBC7	Dragoon Officer, watering cap, overalls (1)	$1.40
ABBC8	Dragoon Trumpeter, watering cap, overalls (1)	$1.40
ABBC10	Light Dragoon, helmet (1)	$1.40
ABBC11	Light Dragoon, helmet, charging (1)	$1.40
ABBC12	Light Dragoon Officer, helmet (1)	$1.40
ABBC13	Light Dragoon Trumpeter (1)	$1.40
Artillery		
ABBA1	6pdr Gun (light)	$2.50
ABBA2	9pdr Gun	$2.50
ABBA3	5 1/2" Howitzer	$2.50
ABBA4	Foot Artillery Crewman loading (1)	$0.70
ABBA5	Foot Artillery Crewman firing (1)	$0.70
ABBA6	RHA Crewman loading (1)	$0.70
ABBA5	RHA Crewman firing (1)	$0.70
ABBG1	Staff Set One (Packenham, General, Cotton)	$5.00
ABBG2	Staff Set Two (Beresford, Cole, ADC)	$5.00

Tabletop Complete Armies

Napoleonic Army Starter Set $79.95
Sound of the Guns III Rules, Over 100 15mm French & British Tabletop Games figures, incl. infantry, cavalry, artillery.

Zulu Wars Army Starter Set $69.95
1879 Zulu & Boer War Rules, 110 x 15mm Colonial Tabletop figures, 3 dice.

American Civil War

Johnny Reb

GDW JOHNNY REB
2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. $40.00

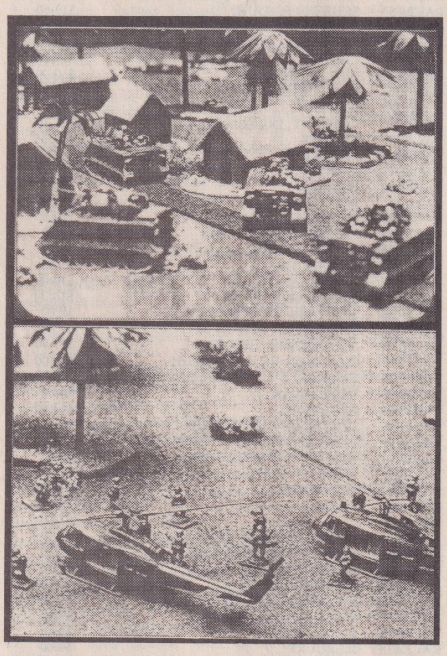
Tabletop Complete Army

American Civil War Starter Set $69.95
Circa 1863 Rules, over 100 15mm Union & Confederate Tabletop figures, including infantry, cavalry & artillery.

WW2 & Modern

Buckle For Your Dust!

WAR BUCKLE FOR YOUR DUST!
Miniature Wargames in Vietnam 1965-73. These rules help the player understand the full complexity and variety of combat during the "American" phase of the Vietnam war. Following this editorial, the rules and background explanations re-create the essential features of small-unit encounters inVietnam. Typical scenarios involve action at around platoon or squad level, with a maximum of 50 models per side. These rules go far beyond the hardware and technology of the much-vaunted American war machine, and concentrate on the frustrations and psychic bafflement experienced by American soldiers. If you play like a Macho 'Can-do' American commander, you will find yourself humbled by an invisible, unsizeable enemy. 64 A4 sized pages. $15.00



Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. $16.00

Clash of Armor

COA CLASH OF ARMOR
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. $35.00

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. $25.00

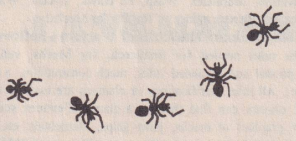
PANZERKAMPFE
With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. $25.00

Command At Sea

COA **COMMAND AT SEA The Rising Sun**
A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. $70.00

COMMAND AT SEA PLAYERS HANDBOOK
A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play . $10.00

SUPERMARINA I
This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. $70.00
Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. $17.00
Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. $25.00
Supermarina 1: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). $27.00



Command Decision

GDW COMMAND DECISION
2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airmobile & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. $55.00

Spearhead

QUA SPEAR HEAD
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. Special Price $20.00

Tabletop Complete Armies

World War Two Air Combat $39.95
Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice.

WW II Micro Starter Set: USA Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, 2 dice.

World War II Naval: British Versus German $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

World War II Naval: USA Versus Japan $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

Modern Micro Starter German Vs Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Micro Starter USA Verses Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Naval Start Set: USA Versus Soviet $44.95
Sea Power Rules, 9 Skytrex 1/3000th Skytrex ships, 2 dice.

Science Fiction

BattleTech

FAS **BATTLETECH 3rd Edition** **

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. There are two 22''x17'' maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderblt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! $39.95

BattleTech Compendium: The Rules of Warfare - Softcover

Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Innersphere. $35.00

BattleLance Miniatures Rules

This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal kits with 1 or () models.

RAL20600	VULTURE OMNIMECH (1)	$14.00
RAL20601	LOKI OMNIMECH (1)	$14.00
RAL20602	THOR OMNIMECH (1)	$14.00
RAL20603	MADCAT OMNIMECH (1)	$14.00
RAL20604	MAN O'WAR OMNIMECH (1)	$16.00
RAL20605	MASAKARI OMNIMECH (1)	$16.00
RAL20606	GLADIATOR OMNIMECH (1)	$16.00
RAL20607	DAISHI OMNIMECH (1)	$16.00
RAL20608	DRAGONFLY MDM OMNIMECH	$10.50
RAL20609	FENRIS MDM OMNIMECH	$10.50
RAL20610	BLACKHAWK MDM OMNIMECH	$10.50
RAL20611	RYOKEN MDM OMNIMECH	$10.50
RAL20612	DASHER LIGHT OMNIMECH	$9.50
RAL20613	KOSHI LIGHT OMNIMECH	$9.50
RAL20614	ULLER LIGHT OMNIMECH	$9.50
RAL20615	PUMA LIGHT OMNIMECH	$9.50
RAL20620	GUNSLINGER	$12.00
RAL20621	WRAITH	$9.50
RAL20622	NIGHTSKY	$9.50
RAL20623	SRM CARRIER	$12.50
RAL20624	GALAHAD	$11.00
RAL20625	HURON WARRIOR	$9.50
RAL20626	PHOENIX HAWK IIC	$12.00
RAL20627	LRM CARRIER (2)	$12.50
RAL20628	THUNDER THR-1L	$10.50
RAL20629	PHANTOM OMNIMECH	$10.50
RAL20630	POUNCER OMNIMECH	$10.50
RAL20631	MARKSMAN SELF PROPELLED ART	$11.50
RAL20632	GRIM REAPER	$9.00
RAL20633	NAGA OMNIMECH	$13.50
RAL20634	CLAN LOCUST IIC	$6.50
RAL20635	PUMA 95 TON TANK	$12.00
RAL20636	BUSHWACKER	$9.50
RAL20637	GOSHAWK	$9.50
RAL20638	RAKSHASA	$10.00
RAL20639	KANGA AFV (2)	$11.50
RAL20640	STEALTH	$9.00
RAL20641	CERBERUS	$12.00
RAL20642	BERSERKER	$12.05
RAL20643	HELLHOUND	$9.00
RAL20644	PENETRATOR MECH	$10.50
RAL20645	MARAUDER II C	$13.00
RAL20646	VENOM MECH	$8.50
RAL20647	RHINO AFV (2)	$13.50
RAL20648	DAIMYO BATTLEMECH	$10.00
RAL20649	BATTLEHAWK MECH	$8.50
RAL20650	HUNCHBACK II C	$10.00
RAL20656	APOLLO	$9.75
RAL20657	FIREBALL	$7.50
RAL20658	SHADOWHAWK IIC	$10.00
RAL20659	NAGINATA	$13.00
RAL20660	KODIAK	$13.50
RAL20661	VIXEN	$8.50
RAL20662	BATTLE COBRA	$11.00
RAL20663	VIPER	$11.50
RAL20664	LINEBACKER OMNIMECH	$13.00
RAL20665	SUNDER MECH	$15.50
RAL20666	GRIZZLY MECH	$12.00
RAL20667	TOKUGAWA HEAVY TANKS (2)	$13.50
RAL20725	CAVALRY ATTACK HELICOPTER	$8.00
RAL20744	AUXILIARY WEAPONS PACK	$14.00
RAL20745	HEAVY & ASSULT MECH WEAPONS	$14.00
RAL20746	LIGHT & MEDIUM WEAPONS PACK	$14.00
RAL20747	SHOULDER SOCKET WEAPONS PK	$14.00
RAL20748	MISSILES PACK	$14.00
RAL20749	JUMP JETS & FINS PACK	$14.00
RAL20750	ROMMEL/PATTON 65 TON TANK (2)	$11.50
RAL20751	LONG TOM ARTILLERY PIECE	$10.50
RAL20752	GALLEON LIGHT TANK (2)	$8.50
RAL20753	SCHREK PPC TANK (2)	$12.50
RAL20770	AXEMAN	$10.00
RAL20771	CATAPHRACT	$10.00
RAL20772	CAESAR	$10.00
RAL20773	GUILLOTINE	$10.00
RAL20774	BLACK KNIGHT	$10.00
RAL20775	WYVERN	$9.00
RAL20776	COOLANT TRUCK	$11.50
RAL20777	FALCON	$8.00
RAL20778	CROCKETT	$11.00
RAL20779	MANTICORE	$11.50
RAL20780	HUSSAR	$8.00
RAL20781	KINTARO	$9.00
RAL20782	PACKRAT VEHICLES (2)	$10.00
RAL20783	J.EDGAR VEHICLES (2)	$8.50
RAL20784	THORN THE-N	$6.50
RAL20785	HERMES HER-3S	$7.50
RAL20786	FLASHMAN FLS-8K	$10.00
RAL20787	CHAMPION CHP-1N	$10.00
RAL20788	SENTINEL STN-3M	$9.00
RAL20789	TARANTULA ZPH-1A	$7.50
RAL20790	SALAMANDER PPR-5S	$11.00
RAL20791	RIFLEMAN IIC CLAN MECH	$10.00
RAL20792	BEHEMOTH CLAN 2ND LINE MECH	$12.50
RAL20793	HOLLANDER	$8.00
RAL20794	ALBATROSS	$12.00
RAL20795	JENNER IIC CLAN MECH	$8.00
RAL20796	WARHAMMER IIC CLAN MECH	$11.00
RAL20800	HEX BASES BATTLETECH	$7.50
RAL20801	THUG	$11.00
RAL20802	MONGOOSE	$7.00
RAL20804	CRAB	$9.00
RAL20805	FLEA	$7.00
RAL20806	HUNTER MISSILE TANK	$8.50
RAL20807	STRIKER ARMORED CAR	$8.50
RAL20808	PEGASUS HOVER TANK	$8.50
RAL20809	MAULER MAL-1R	$12.00
RAL20810	HATAMOTO-CHI HTM-27T	$11.00
RAL20811	WOLF TRAP WFT-1	$9.00
RAL20812	RAVEN RVN-3L	$8.00
RAL20813	MERCURY	$8.00
RAL20814	LANCELOT	$10.00
RAL20815	BOMBADIER BMB-12D	$10.00
RAL20816	VEDETTE TANK	$10.50
RAL20817	CONDOR - 50 TN HOVER TANK	$10.50
RAL20818	DRILLSON - 50 TON HOVER TANK	$10.50
RAL20819	MAXIM - 50 TON HOVER TRNSPRT	$10.50
RAL20821	CLAN ELEMENTAL INFANTRY (30)	$13.50
RAL20822	DEMOLISHER TANK	$12.50
RAL20823	KURITA INFANTRY	$17.50
RAL20824	DAVION INFANTRY	$17.50
RAL20825	BULLDOG - 60 TON TANK	$11.50
RAL20826	PIKE - 60 TON SUPPORT VEHICLE	$11.50
RAL20827	ONTOS - 95 TON TANK	$12.50
RAL20828	SAVANNAH MASTER HVRCRAFT (4)	$6.50
RAL20829	HETZER WHEELED ASSAULT (2)	$9.00
RAL20830	VON LUCKNER HEAVY TANKS (2)	$11.50
RAL20831	STINGER	$7.00
RAL20832	WASP	$7.00
RAL20833	PHOENIX HAWK	$9.00
RAL20834	CRUSADER	$10.00
RAL20835	GRIFFIN	$9.00
RAL20836	SHADOW HAWK	$9.00
RAL20837	WOLVERINE	$9.00
RAL20838	BATTLEMASTER	$11.00
RAL20839	THUNDERBOLT	$10.00
RAL20840	WARHAMMER	$10.00
RAL20841	RIFLEMAN	$10.00
RAL20842	ARCHER ARC - 3R	$10.00
RAL20843	MARAUDER	$11.00
RAL20844	LOCUST	$7.00
RAL20845	ATLAS	$12.00
RAL20846	GOLIATH	$11.00
RAL20847	AWESOME	$11.00
RAL20848	ORION	$10.00
RAL20849	CENTURION	$9.00
RAL20850	FIRESTARTER	$8.00
RAL20851	VALKYRIE	$8.00
RAL20852	CATAPULT	$10.00
RAL20853	PANTHER	$8.00
RAL20854	HUNCHBACK	$9.00
RAL20855	OSTSOL	$10.00
RAL20856	ZEUS	$11.00
RAL20857	URBANMECH	$7.00
RAL20858	CICADA	$9.00
RAL20859	SCORPION	$9.00
RAL20860	VICTOR	$11.00
RAL20861	JAGERMECH	$10.00
RAL20862	STALKER	$11.00
RAL20863	CYCLOPS	$12.00
RAL20864	HATCHETMAN	$9.00
RAL20865	COMMANDO	$7.00
RAL20866	JAVELIN	$8.00
RAL20867	ENFORCER	$9.00
RAL20868	DRAGON	$10.00
RAL20869	JENNER	$8.00
RAL20870	WHITWORTH	$9.00
RAL20871	VINDICATOR	$9.00
RAL20872	QUICKDRAW	$10.00
RAL20873	SPIDER	$8.00
RAL20875	ASSASSIN	$9.00
RAL20876	DERVISH	$9.00
RAL20877	OSTROC	$10.00
RAL20878	STINGER LAM	$9.00
RAL20879	CLINT	$9.00
RAL20880	BLACKJACK	$9.00
RAL20881	CHARGER	$11.00
RAL20882	BANSHEE	$12.00
RAL20883	WASP LAM	$9.00
RAL20884	PHOENIX HAWK LAM	$10.00
RAL20885	HERMES II	$9.00
RAL20886	VULCAN	$9.00
RAL20887	TREBUCHET	$9.00
RAL20888	GRASSHOPPER	$10.00
RAL20889	LONGBOW	$10.00
RAL20890	HORNET	$7.00
RAL20891	WOLF HOUND	$8.00
RAL20892	SHOGUN	$11.00
RAL20893	MARAUDER II	$12.00
RAL20894	FIRE FLY	$8.00
RAL20895	EXTERMINATOR	$10.00
RAL20896	HIGHLANDER	$11.00
RAL20897	ANNIHILATOR	$12.00
RAL20898	IMP	$12.00
RAL20899	KING CRAB	$12.00

BattleTech Boxed Lances

All come with hex bases.

RAL10801	**RECON LANCE** Ph Hawk,Stinger,2 x Locust	$29.00
RAL10802	**LIGHT LANCE** Wasp, Griffin, Ph Hawk, Stinger	$30.00
RAL10803	**MEDIUM LANCE** Wolverine,Crusader,Sh Hawk,Stinger	$33.00
RAL10804	**FIRE LANCE** Ph Hawk,Rifleman,2 x Archer	$35.00
RAL10805	**HEAVY LANCE** Rifleman,Thunderbolt,Crusader,Griffin	$35.00
RAL10806P	**ASSAULT LANCE (PLASTIC)** BattleMaster,Marauder,2 x Warhammer	$30.00
RAL10807	**REGIMENTAL COMMAND LANCE** Zeus,Ostscout,Cyclops,Atlas	$40.00
RAL10808	**PURSUIT LANCE** Jenner,Vulcan,2 x Commando	$29.00
RAL10840	**CLAN LIGHT OMNI MECHS BOXED** Dasher,Uller,Puma,Koshi	$33.00
RAL10841P	**CLAN MEDIUM OMNI MECHS BOXED** Fenris,Dragonfly,Ryoken,Blackhawk	$35.00
RAL10842P	**CLAN HEAVY OMNI MECHS BOXED** Loki,Vulture,Madcat,Thor	$43.00
RAL10843P	**ASSAULT OMNI MECHS BOXED SET** Daishi,Masakari,Gladiator,Man O'War	$45.00

Dirtside II

GZG **DIRTSIDE II**

By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. $35.00

GZG **STARGRUNT II**

These rules are actually miniatures' rules, but as I've finished the miniatures section, I am forced to place them here. These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. $40.00

Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams.. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. $25.00

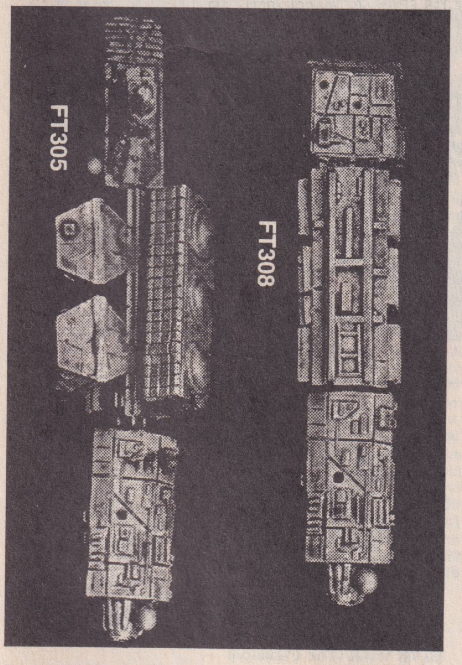
MORE THRUST

The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! $25.00

Full Thrust Space Ship Miniatures

Lead models by CMD.

FT101	NAC Firestorm class Fighters (12)	$4.00
FT102	NAC Harrison class Scoutship (4)	$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	$6.00
FT104	NAC Miyazaki class Frigate (2)	$7.00
FT105	NAC Ticonderoga class Destroyer (2)	$8.00
FT106	NAC Hoshino class Light Cruiser (1)	$6.00
FT107	NAC Furious class Escort Carrier (1)	$8.00
FT108	NAC Vandenburg class Heavy Cruiser (1)	$10.00
FT109	NAC Majestic class Battlecruiser (1)	$12.00
FT110	NAC Victoria class Battleship (1)	$14.00
FT111	NAC Avalon class Battledreadnought (1)	$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	$20.00
FT201	ESU Kilo class Fighters (12)	$4.00
FT202	ESU Lenov class Scoutship (4)	$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	$6.00
FT204	ESU Novgorod class Frigate (2)	$7.00
FT205	ESU Warsaw class Destroyer (2)	$8.00
FT206	ESU Tibet class Light Cruiser (1)	$6.00
FT207	ESU Beijing class Escort Carrier (1)	$8.00
FT208	ESU Gorshkov class Heavy Cruiser (1)	$10.00
FT209	ESU Manchuria class Battlecruiser (1)	$12.00
FT210	ESU Petrograd class Battleship (1)	$14.00
FT211	ESU Rostov class Battledreadnought (1)	$16.00
FT212	ESU Komarov class Superdreadnought (1)	$20.00
FT213	ESU Konstantine class Attack Carrier (1)	$18.00
FT302	Clarke class Survey Cruiser (1)	$16.00
FT305	Hamburg class Heavy Modular Star Freighter (1)	$12.00
FT308	Medium Freighter (1)	$10.00



FT401	Kra,vak Ra'san class Fighters (12)	$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	$6.00
FT404	Kra'vak Da'tak class Frigate (2)	$7.00
FT405	Kra'vak Di'tok class Destroyer (2)	$8.00
FT406	Kra'vak Vo'bok class Light Cruiser (1)	$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	$14.00
FT411	Kra'vak Lo'vok class Battledreadnought (1)	$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	$20.00
FT501	NSL Alder class Fighters (12)	$4.00
FT502	NSL Falke class Scoutship (4)	$4.00
FT503	NSL Stroschen cllass Corvette/Lancer (3)	$6.00
FT504	NSL Ehrenhold class Frigate (2)	$7.00
FT505	NSL Waldburg class Destroyer (2)	$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	$6.00
FT507	NSL Radetzky class Escort Carrier (1)	$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	$10.00
FT509	NSL Maximilian class Battlecruiser (1)	$12.00
FT510	NSL Von Burgund class Battleship (1)	$14.00
FT511	NSL Szent Istvan class Battledreadnought (1)	$16.00
FT512	NSL Von Tegetthoff class Superdreadnought (1)	$20.00
FT513	NSL Der Theuerdank Fighter Carrier (1)	$20.00
FT602	FSE Mistral class Scoutships (4)	$4.00
FT603	FSE Athena class Corvettes (3)	$7.00
FT605	FSE San Miguel class Destroys (2)	$8.00
FT606	FSE Suffren class Light Cruiser (1)	$7.00
FT607	FSE Milan class Escort Cruiser (1)	$8.00

Heavy Gear

DRE **HEAVY GEAR RPG**

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **$50.00**

Heavy Gear Mini Game For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. **$4.00**

For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

Northern Hemisphere Heavy Gears

RAF1200	HUNTER	$11.50
RAF1201	ASSAULT HUNTER	$11.50
RAF1202	JAGUAR	$11.50
RAF1203	STRIKE JAGUAR	$11.50
RAF1204	CHEETAH	$11.50
RAF1205	STRIKE CHEETAH	$11.50
RAF1206	GRIZZLY	$12.00
RAF1207	ASSAULT GRIZZLY	$12.00
RAF1208	HUNTER COMMANDO	$11.50
RAF1209	BRICKLAYER	$11.50
RAF1210	FIRE JAGUAR	$11.50
RAF1211	RABID GRIZZLY	$12.00
RAF1212	KODIAK	$12.00
RAF1213	WHITE CAT	$13.00
RAF1214	NORTHERN LIGHT ARTILLERY	$9.00

Southern Hemisphere Heavy Gears

RAF1300	JAGER	$11.50
RAF1301	BLITZ JAGER	$11.50
RAF1302	BLACK MAMBA	$11.50
RAF1303	LONG FANG BLACK MAMBA	$11.50
RAF1304	IGUANA	$11.50
RAF1305	BLITZ IGUANA	$11.50
RAF1306	SPILLING COBRA	$16.00
RAF1307	STRIKING COBRA	$16.00
RAF1308	STONE MASON	$11.50
RAF1309	FIRE JAGER	$11.50
RAF1310	SNAKEYE BM	$11.50
RAF1311	SUPPORT COBRA	$12.00
RAF1312	RAZOR FANG BLACK MAMBA	$13.50
RAF1313	KING COBRA	$16.00
RAF1314	SOUTHERN LIGHT ARTILLERY	$9.00

Killzone

GRE **KILLZONE**

For use with Mark Copplestone's magnificient Future Warrirors series of miniatures, this game has been designed by Nick Lund, and contains one 26 page rulebook and 10 metal figures, being 5 troopers with helmets and 5 troopers with berets. In this skirmish level game you field squads of troopers, law enforcers, Rebels, ,street warriors, cyborgs, and heroes. Orders include Shoot, Stay Sharp, Keep Down, Assault, and Snipe. Weapons include shotguns, assault rifles, grenade launchers, scatter guns, razor claws, chains, etc. Different units have different skills - rebels excel at their Hit and Run order, while Savages get close combat bonuses. **$35.00**

Mark Copplestone's Future Warriors

Each pack with ( ) exaggerated 25mm metal figures.

GRE1501	SCAVENGERS (2)	$6.95
GRE1502	ROBO HUNTERS (2)	$6.95
GRE1503	TROOPERS TAC SQUAD (2)	$6.95
GRE1504	TROOPER TAC SQUAD LEADERS (2)	$6.95
GRE1505	REBELS (2)	$6.95
GRE1506	REBEL LEADERS (2)	$6.95
GRE1507	FUTURE SAVAGES (2)	$6.95
GRE1508	FUTURE SAVAGE SLASHERS (2)	$6.95
GRE1509	TEEN ROBO HUNTERS (2)	$6.95
GRE1510	LAW ENFORCERS (2)	$6.95
GRE1511	TROOPERS W/HVY WEAPONS (2)	$6.95
GRE1512	MILITARY LASER TEAM (2)	$6.95
GRE1513	STREET SCUM (2)	$6.95
GRE1514	HEAVY METAL MANIACS (2)	$6.95
GRE1515	HEAVY METAL MADMEN (2)	$6.95
GRE1516	CORPORATES (2)	$6.95
GRE1517	CORPORATE THUG BODY GUARDS (2)	$6.95
GRE1518	TROOPER SNIPER & LEADER (2)	$6.95
GRE1519	SCAVENGER HEROES (2)	$6.95
GRE1520	NBC WARFARE TROOPER (1)	$6.95
GRE1521	POWER ARMOR TROOPER (1)	$6.95
GRE1522	POWER ARMOR W/LASER (1)	$6.95
GRE1523	FUTURE SAVAGES FLAMER TEAM(2)	$6.95
GRE1525	OVERLORDS (2)	$6.95
GRE1526	STREET BIKE W/UZI RIDER (1)	$6.95
GRE1527	STREET BIKE W/SAMURAI RIDER (1	$6.95
GRE1528	BIKER GANG MEMBERS (2)	$6.95
GRE1529	BIKER BABES (2)	$6.95
GRE1530	REBEL WOMEN (2)	$6.95
GRE1531	BIKERS WITH GUNS (2)	$7.50
GRE1532	NETWORK 92 MEDIA TEAM (2)	$6.95
GRE1533	NETWORK 92 TERROR SQUAD (2)	$6.95
GRE1534	SECRET AGENTS (2)	$6.95
GRE1535	ANTI-TERRORIST AGENTS (2)	$6.95
GRE1536	SWAT GUARD W/2 ROBO SENTRIES 3	$6.95
GRE1537	DATA BANKS, TERMINALS, COMM NE	$6.95
GRE1538	SIDECAR WEAPONS MODULE ADD-ON	$6.95
GRE1539	FUTURE SAVAGE HOG CYCLE &RIDER	$6.95
GRE1540	REBEL ASSAULT TEAM (2)	$6.95
GRE1541	CORPORATE GUARD RESPONSE TEAM2	$6.95
GRE1542	CYCBORG: MODULE C1 (2)	$6.95
GRE1543	TROOPER ON MILITARY CYCLE (1)	$6.95
GRE1544	SCAV GANGERS (2)	$6.95
GRE1545	SCAVENGER ON ATV	$6.95
GRE1549	REBEL SNIPER TEAM (2)	$6.95
GRE1550	REBEL HEAVY WEAPONS	$6.95
GRE1580	COLONIAL TROOPERS (8)	$19.95
GRE1581	POWER ARMOR "MECHINES" (4)	$19.95
GRE1598	LOU'S LADIES(2)	$6.95

Mutant Chronicles

HEA **BLOOD BERETS**

A superb miniatures-boardgame set along the lines of *Space Hulk*, of similar complexity. Set in the *Mutant Chronicles* universe, in our not too distance future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and a underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. **$60.00**

HEA **WARZONE MINIATURES RULES**

I like it! At last, the miniatures rules for the Mutant Chronicles universe has been released, and they are magnificent! 144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. And the rules themselves are really good, fast moving and action packed, but not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nepharite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. You can also buy special abilities for your character models, such as Crack Shot, Keen Eyes, Tough, Long Legs, etc. Includes one card sheet of counters & templates. **$45.00**

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	$16.00
HEA9502	BLOOD BERETS (4)	$16.00
HEA9503	BAUHAUS HUSSARS (4)	$16.00
HEA9504	MISHIMA SAMURAI (4)	$16.00
HEA9505	UNDEAD LEGIONARIES (4)	$16.00
HEA9506	BLESSED LEGIONARIES (4)	$16.00
HEA9507	WOLFBANE COMMANDOS (4)	$16.00
HEA9508	CYBERTRONIC CHASSEURS (4)	$16.00
HEA9509	CAPITOL SPECIAL FORCES (4)	$16.00
HEA9510	CARTEL SPECIAL AGENTS (4)	$18.00
HEA9511	UNDEAD LEGIONARIES (4)	$18.00
HEA9601	CARDINAL DOMINIC (1)	$6.00
HEA9602	NEPHARITE OF ALGEROTH (1)	$6.00
HEA9603	VALPURGIUS NEPHARITE (1)	$6.00
HEA9604	RAZIDE (1)	$6.00
HEA9605	PRETORIAN STALKER # 1 (1)	$6.00
HEA9606	PRETORIAN STALKER # 2 (1)	$6.00
HEA9607	MORTIFICATOR ON GUARD (1)	$6.00
HEA9608	MORTIFICATOR LEAPING (1)	$6.00
HEA9609	EZOGHOUL (1)	$30.00
HEA9610	NEPHARITE OF DEMNOGONIS (1)	$14.00
HEA9611	NEPHARITE OF ALAKHAI (1)	$14.00
HEA9612	CURATOR (1)	$6.00
HEA9801	CAPITOL CAPTAIN (1)	$5.00
HEA9802	CAPITOL SERGEANT (1)	$5.00
HEA9803	CAPITOL TROOPER W/HVY WEAPON	$5.00
HEA9804	BLOOD BERET CAPTAIN (1)	$5.00
HEA9805	BLOOD BERET SERGEANT (1)	$5.00
HEA9806	BLOOD BERET W/HVY WEAPON	$5.00
HEA9807	BAUHAUS KAPITAN (1)	$5.00
HEA9808	BAUHAUS HUSSAR SERGEANT (1)	$5.00
HEA9809	BAUHAUS HUSSAR W/HVY WEAPON	$5.00
HEA9810	MISHIMA SAMURAI LEADER	$5.00
HEA9811	MISHIMA SAMURAI HERO	$5.00
HEA9812	MISHIMA SAMURAI W/HVY WEAPON	$5.00
HEA9813	WOLFBANE COMMANDO CHIEFTAIN	$5.00
HEA9814	WOLFBANE COMMANDO HERO	$5.00
HEA9815	WOLFBANE COMMANDO W/HVY WPN	$5.00
HEA9816	SEA LION SERGEANT	$5.00
HEA9817	SEA LION HERO	$5.00
HEA9818	SEA LION W/HVY WEAPON	$5.00
HEA9819	FREE MARINE SERGEANT	$5.00
HEA9820	FREE MARINE HERO	$5.00
HEA9821	FREE MARINE W/HVY WEAPON	$5.00
HEA9822	CYBERTRONIC CHASSEUR SERGEANT	$5.00
HEA9823	CYBERTRONIC CHASSEUR HERO	$5.00
HEA9824	CYBERTRONIC CHASSEUR W/HVY WPN	$5.00
HEA9825	BAUHAUS HUSSAR HERO	$5.00
HEA9826	CAPITOL CAPTAIN	$5.00
HEA9827	WOLFBANE COMMANDO W/SHOTGUN	$5.00
HEA9828	CAPITOL HERO	$5.00
HEA9829	BAUHAUS HUSSAR SERGEANT # 2	$5.00
HEA9830	CAPITAL SERGEANT	$5.00
HEA9831	BLOOD BERET SERGEANT # 2	$5.00
HEA9832	NECROMUTANT	$5.00
HEA9833	NECROMUTANT # 2	$5.00
HEA9834	CENTURION	$5.00
HEA9301	CORPORATION PAINT SET	$32.00
HEA9302	DARK LEGION PAINT SET	$32.00

Necromunda

GAM **NECROMUNDA**

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways.

You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! **$99.00**

OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$60.00**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

CIT0043	HOUSE CAWDOR	$34.00
CIT0044	HOUSE ORLOCKS	$34.00
CIT0049	HOUSE GOLIATH GANG	$34.00
CIT0050	HOUSE ESCHER GANG	$34.00
CIT0051	HOUSE VAN SAAR GANG	$34.00
CIT0052	HOUSE DELAQUE GANG	$34.00
CIT0053	REDEMPTIONISTS GANG	$34.00
CIT0054	RATSKIN RENEGADES (8)	$34.00
CIT0055	SCAVVY GANG (8)	$34.00

NECROMUNDA BLISTERS

CIT729012	HOUSE ORLOCK JUVES	$15.50
CIT729029	HOUSE ORLOCK HEAVY WEAPON	$9.50
CIT729036	HOUSE ORLOCK GANGERS	$15.50
CIT729043	HOUSE ORLOCK LEADER	$9.50
CIT729067	HOUSE CAWDOR JUVES	$15.50
CIT729074	HOUSE CAWDOR HEAVY WEAPON	$9.50
CIT729081	HOUSE CAWDOR GANGERS	$15.50
CIT729098	HOUSE CAWDOR LEADER	$9.50
CIT729128	HOUSE GOLIATH JUVES	$15.50
CIT729135	HOUSE GOLIATH HEAVIES	$9.500
CIT729142	HOUSE GOLIATH GANGERS	$15.50
CIT729159	HOUSE GOLIATH LEADER	$9.50
CIT729180	HOUSE ESCHER JUVES	$15.50
CIT729197	HOUSE ESHER HEAVY WEAPON	$9.50
CIT729203	HOUSE ESCHER GANGERS	$15.50
CIT729210	HOUSE ESCHER LEADER	$9.50
CIT729241	HOUSE VAN SAAR JUVES	$15.50
CIT729258	HOUSE VAN SAAR HEAVY WEAPON	$9.50
CIT729265	HOUSE VAN SAAR GANGERS	$15.50
CIT729272	HOUSE VAN SAAR LEADER	$9.50
CIT729302	HOUSE DELAQUE JUVES	$15.50
CIT729319	HOUSE DELAQUE HEAVY WEAPON	$9.50
CIT729326	HOUSE DELAQUE GANGERS	$15.50
CIT729333	HOUSE DELAQUE LEADER	$9.50
CIT729369	RATSKINS	$9.50
CIT729379	UNDERHIVE SCUM	$9.50
CIT729388	BOUNTY HUNTERS	$12.50
CIT729389	BOUNTY HUNTER WITH BOLTGUN	$12.50
CIT729401	BOUNTY HUNTER WITH SHOTGUN	$12.50
CIT729419	SPYRER ORRUS	$12.50
CIT729429	SPYRER MALCADON	$12.50
CIT729432	SPYRE: YELD	$12.50
CIT729449	SPYRE: JAKARA	$9.50
CIT729456	MAD DONNA	$15.50
CIT729469	WYRD BEASTMASTER	$15.50
CIT729479	REDEMPTIONIST ARCH ZEALOT	$15.50
CIT729487	NECROMUNDA WEAPONS	$12.50
CIT729529	REDEMPTOR PRIEST	$9.50
CIT729539	REDEMPTIONIST ZEALOT	$9.50
CIT729529	REDEMPTIONIST BRETHREN (4)	$15.50
CIT729509	REDEMPTIONIST DEACON (1)	$9.50
CIT729549	BRAKAR THE AVENGER (1)	$15.50
CIT729559	RATSKIN BRAVES (4)	$15.50
CIT729569	RATSKIN CHIEF (1)	$9.50
CIT729579	RATSKIN SHAMAN (1)	$9.50
CIT729589	PIT SLAVES (2)	$9.50
CIT729599	WYRD PYROMANIAC (1)	$12.50
CIT729619	PLAGUE ZOMBIES (4)	$15.50
CIT729609	KARLOTH VALOIS (1)	$15.50
CIT729629	SCAVVY BOSS (1)	$9.50
CIT729639	SCALY WITH HEAVY WEAPON (1)	$15.50

Sci-Fi Supply

This is a new range we just picked up. They make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

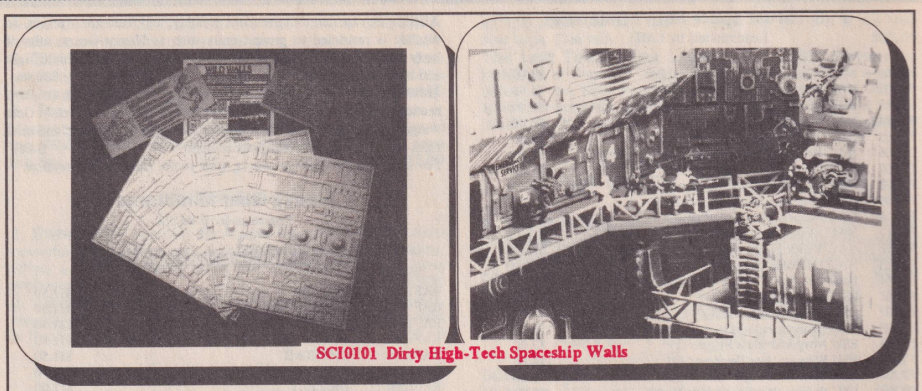
SCI0101 Dirty High-Tech Spaceship Walls **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

SCI0102 Space Ship Walls & Rooms **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.

SCI0103 Alien Giegeresque Walls & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.

SCI0104 Alien Lovecraftian Walls & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI0201 Castle & Keep Corridors & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.



SCI0101 Dirty High-Tech Spaceship Walls

SCI0103 Alien Giegeresque Walls & Rooms

SCI0202 Dungeon & Catacombs Corridors & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

SCI1101 BattleField Craters **$8.00**
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.

SCI1102 Ruined Building with Rubble **$10.00**
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.

SCI2101 Tudor Inn **$10.00**
A large two story medieval style Tudor Inn. For 25mm only.

SCI2102 Stone & Thatch Tavern **$10.00**
A long one story medieval style Tavern. For 25mm only.

SCI2103 Blacksmith's & Stables **$10.00**
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.

SCI2104 Plain Ol' House **$10.00**
A typical wooden medieval one story house. For 25mm only.

SCI2107 Mausoleum & Graveyard **$10.00**
For 25mm only.

SCI2201 Sci-Fi Tower **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

SCI2202 Sci-Fi Bunker **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

Space Marine

GAM SPACE MARINE
Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconnian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **$75.00**

TITAN LEGIONS

Packaged in the same sized box as *Space Marine*, this boxed set weighs about a ton! This game contains everything you need to start playing games using the Epic rules, including a rule book and a detailed background book covering the tanks, troops, and Titans of the 41st Millenium, In the game are 25 plastic miniatures, including a huge Imperator Titan, two Ork Mega-Gargants, ten Imperial Knights, and twelve Bonebreaka tanks. Also included are Datacards for the Titans (you should see the size of the Imperator card!), Orky and human buildings, over 200 counters, hit location cards, dice, support cards, company cards, special cards, mission cards, etc! **$99.00**

ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **$45.00**

RENEGADES

Rules, background info, data and cards on Eldar and Chaos forces of the 41st Millenium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, Chaos Renegades.**$45.00**

ORK & SQUAT WARLORDS

Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **$45.00**

HIVE WAR (The Tyranids)

At last - the Tyranids for *Space Marine*. Those fiendish four armed fiends are unleashed onto the unsuspecting battlefields of the 40th Millenium. This boxed set includes game rules for the organisation and command of the Tyranid forces, army cards for the Tyranid swarms, and special cards to represent the directing influence of the Hive Mind. Rules describe the horrifying creatures that make up the Tyranid assault forces. These genetically engineered organic killing machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the Swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagents and Hormogaunts, sinister Lictors, powerful psychic Zoanthropes, flying Gargoyles, etc. Over 100 cards & 100 counters. **$48.00**

Epic Space Marine Miniatures

EPIC PLASTIC BOXED SETS

CIT0763	SPACE MARINE LEGION	$24.00
CIT0764	SPACE MARINE LANDRAIDERS	$24.00
CIT0765	SPACE MARINE TACTICAL COMPANY	$24.00
CIT0766	ORK HORDE	$24.00
CIT0767	ORK INVASION	$24.00
CIT0768	EPIC CHAOS HORDE	$24.00
CIT0769	ELDAR LEGION	$24.00
CIT0770	ELDAR WAR HOST	$24.00
CIT0771	EPIC IMPERIAL GUARD	$24.00
CIT0772	EPIC SQUAT WARRIORS	$24.00
CIT0773	EPIC STOMPERS	$24.00

EPIC TYRANIDS

CIT0798	TYRANID EPIC SWARM	$24.00
CIT0488	TYRANID HIEROPHANT	$42.00
CIT0489	TYRANID HIDODULE	$32.00
CIT768011	HARUSPEX	$15.50
CIT768028	TYRANID MALEFACTOR	$15.50
CIT768035	TYRANID DACTYLIS	$15.50
CIT768042	EPIC TYRANID HIVE TYRANT	$10.00
CIT768059	TYRANID CARNIFEX	$15.50
CIT768060	TYRANID TRYGON	$15.50
CIT768068	EXOCRINE	$15.50
CIT768073	TYRANID ZOANTHROPE	$15.50
CIT768097	TYRANID DOMINATRIX	$24.00
CIT768103	TYRANID HARRIDAN	$15.50
CIT768110	TYRANID BIOVORE BROOD	$10.00

EPIC IMPERIAL

CIT0791	IMPERATOR TITAN	$46.95
CIT0790	KNIGHT PALADINS	$23.95
CIT0845	STORMBLADE COMPANY	$46.95
CIT0490	IMPERIAL WARLORD TITAN	$31.95
CIT0493	IMPERIAL WARHOUND TITAN	$31.95
CIT0499	IMPERIAL REAVER TITAN	$31.95
CIT760007	KNIGHT LANCERS	$15.50
CIT760021	KNIGHT CASTELLAN	$15.50
CIT760053	HYDRA	$15.50
CIT760060	LEMAN RUSS	$15.50
CIT760077	RAZORBACK	$15.50
CIT760079	IMPERIAL RAZORBACKS	$15.50
CIT760084	KNIGHT ERRANT	$15.50
CIT760091	KNIGHT CRUSADER	$15.50
CIT760114	KNIGHT PALLADIN	$15.50
CIT760126	COMMAND ERRANT	$15.50
CIT760169	KNIGHT PALLADIN COMMAND	$15.50
CIT760183	COMMAND LANCER	$15.50
CIT760190	IMPERIAL THUNDERHAWK GUNS	$15.50
CIT760206	IMPERIAL CHIMERA	$15.50
CIT760244	KNIGHT BARON	$15.50
CIT760259	IMPERIAL THUNDERBOLT	$12.95
CIT760268	COMTAHK-MORE BAD HANDWRITING	$15.50
CIT760269	IMPERIAL COMMAND TANKS	$15.50
CIT760282	IMPERIAL MARAUDER	$15.50
CIT760299	ORDINATUS MARS	$23.95
CIT760305	ORDINATUS GOLIATH	$23.95
CIT760309	ORDINATUS GOLGOTHA	$23.95
CIT760312	ORDINATUS ARMAGEDDON	$23.95
CIT760319	ORDINATUS ARMAGEDON	$23.95
CIT760435	PREDATOR	$15.50
CIT760439	IMPERIAL PREDATOR EPIC	$15.50
CIT760442	VINDICATOR	$15.50
CIT760449	IMPERIAL VINDICATOR EPIC	$15.50
CIT760459	IMPERIAL GORGONS	$15.50
CIT760473	RHINO	$15.50
CIT760480	IMPERIAL EPIC HELLHOUND	$15.50
CIT760497	IMPERIAL WHIRLWIND	$15.50
CIT760521	THUNDERBOLT	$11.95
CIT760559	IMPERIAL BANEBLADE	$15.50
CIT760565	SHADOWSWORD	$15.50
CIT760569	IMPERIAL SHADOWSWORD	$15.50
CIT760589	STORMBLADE	$15.50
CIT760725	TERMITES	$15.50
CIT760732	MOLE	$15.50
CIT760872	STORMHAMMER	$15.50
CIT760916	IMPERIAL BASILISK	$15.50
CIT760923	MANTICORE	$15.50
CIT760942	BOMBARD	$15.50
CIT760954	DEATHSTRIKE	$15.50
CIT764244	KNIGHT BARON	$15.50

EPIC ELDAR

CIT0491	ELDAR SCOUT TITANS	$31.95
CIT0494	ELDAR WARLOCK TITAN	$31.95
CIT0498	ELDAR PHANTOM TITAN	$31.95
CIT764204	ELDAR TEMPEST	$15.50
CIT764209	ELDAR TEMPEST	$15.50
CIT764211	WAVE SERPENT	$15.50
CIT764228	WARP HUNTER	$15.50
CIT764235	DEATH STALKER	$15.50
CIT764242	ELDAR DOOMWEAVER	$15.50
CIT764358	ELDAR NIGHTWING	$15.50
CIT764365	FIRE STORM	$15.50
CIT764372	AVATAR	$9.95
CIT764389	WAR WALKER	$15.50

EPIC ORK

CIT0789	SPACE ORK BONEBREAKERS	$23.95
CIT0792	SPACE ORK MEGA GARGANT	$42.95
CIT0495	MEKBOY GARGANT	$31.95
CIT0497	ORK SLASHER GARGANT	$31.95
CIT0827	GREAT GARGANT	$46.95
CIT762002	DOOM DIVER CANNON	$9.95
CIT762330	MEKBOY SPEEDSTAS	$15.50
CIT762484	GIBLET GRINDER	$15.50
CIT762569	BOWELBURNA	$15.50
CIT762576	GOBSMASHER	$15.50
CIT762583	SPLEENRIPPER	$15.50
CIT762651	TIN BOTZ	$11.95
CIT762668	SQUIGGOTH	$15.50
CIT762675	SQUIGGOTH CATAPULT	$15.50
CIT762743	PULSA ROCKITS	$12.95
CIT762910	WEIRDBOY TOWER	$9.95
CIT763016	BRAINCRUSHA	$15.50
CIT763023	GUTRIPPA	$15.50
CIT763030	BONECRUNCHA	$15.50
CIT763047	BONEBREAKER	$15.50
CIT763108	SCORCHER	$12.95
CIT763115	WARTRAK	$15.50
CIT763122	HOPSPLAT	$9.95

EPIC SQUATS

CIT0500	SQUAT CYCLOPS	$31.95
CIT767109	SQUAT GYROCOPTERS	$15.50
CIT761135	SQUAT LEVIATHAN	$20.95
CIT767229	SQUAT COLOSSUS	$23.95
CIT767342	GOLIATH MEGA CANNON	$15.50
CIT767465	SQUAT OVERLORD AIRSHIP	$15.50
CIT767472	SQUAT THUNDERFIRE CANNON	$15.50

EPIC CHAOS

CIT765317	TZEENTCH FIRE LORD	$15.50
CIT765324	SILVER TOWERS OF TZEENTCH	$15.50
CIT765331	DOOMWING	$15.50
CIT765423	CAULDRON OF BLOOD	$9.95
CIT765430	DEATHDEALER OF KHORNE	$9.95
CIT765447	BRASS SCORPION	$9.95
CIT765454	DOOMBLASTER	$9.95
CIT76546	TOWER OF SKULLS	$8.95
CIT765469	CHAOS BLOODREAPER	$9.95
CIT765485	PLAGUE TOWER	$23.95
CIT765492	CHAOS CONTAGION	$15.50
CIT765508	ANGRON DAEMON PRIMARCH	$9.95
CIT765515	GREATER DAEMON OF KHORNE	$9.95
CIT765522	MAGNUS DAEMON PRIMARCH	$9.95
CIT765539	MORTARIAN DAEMON PRIMARCH	$9.95
CIT765553	GREATER DAEMON OF NURGLE	$9.95
CIT765560	FULGRIM DAEMON PRIMARCH	$9.95
CIT765578	GREATER DAEMON OF SLAANESH	$9.95
CIT765607	SLAANESH QUESTOR	$12.95
CIT765614	SLAANESH SUBJUGATOR	$12.95
CIT765621	SLAANESH HELL SCOURGE	$12.95
CIT765645	SLAANESH HELL KNIGHT	$12.95
CIT765646	GREATER DAEMON OF TZEENTCH	$8.95
CIT765652	CHAOS HELL-STRIDER	$12.95

Star Wars

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. $30.00

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. $25.00

Star Wars Miniatures

Blisters with 3 or ( ) 25mm metal figures. By West End Games

WES40401	LUKE, R2D2, C3PO (3)	$13.00
WES40402	HAN, CHEWIE, LEIA (3)	$13.00
WES40403	STORMTROOPERS # 1 (3)	$13.00
WES40404	STORMTROOPERS # 2 (3)	$13.00
WES40405	REBEL TROOPERS # 1 (3)	$13.00
WES40406	REBEL TROOPERS # 2 (3)	$13.00
WES40407	USERS OF THE FORCE (3)	$13.00
WES40408	PILOTS & GUNNERS (3)	$13.00
WES40409	STORMTROOPERS # 3 (3)	$13.00
WES40410	IMPERIAL HVY BLSTR & CREW	$13.00
WES40411	IMPERIAL ARMY TROOPERS (3)	$13.00
WES40412	IMPERIAL NAVY TROOPERS (3)	$13.00
WES40413	REBEL TROOPERS # 3 (3)	$13.00
WES40414	REBEL COMMANDOS (3)	$13.00
WES40415	IMPERIAL OFFICERS (3)	$13.00
WES40416	STORMTROOPERS # 4 (3)	$13.00
WES40417	REBEL COMMANDOS # 2 (3)	$13.00
WES40418	IMPERIAL ARMY TROOPERS # 2 (3)	$13.00
WES40419	IMPERIAL NAVY TROOPERS (3)	$13.00
WES40420	BOUNTY HUNTERS (3)	$13.00
WES40421	REBEL TROOPERS # 4 (3)	$13.00
WES40422	BOUNTY HUNTERS # 2 (3)	$13.00
WES40423	DROIDS (3)	$13.00
WES40424	CLOUD CITY (3)	$13.00
WES40425	THE EMPEROR	$13.00
WES40426	BOUNTY HUNTERS (3)	$13.00
WES40427	DENIZENS OF TATOOINE (3)	$13.00
WES40428	SANDTROOPERS (3)	$13.00
WES40429	ALIENS OF THE GALAXY (3)	$13.00
WES40430	JEDI KNIGHTS (3)	$13.00
WES40431	SNOWTROOPERS (3)	$13.00
WES40432	HOTH REBEL TROOPERS (3)	$13.00
WES40433	SCOUT TROOPERS (3)	$13.00
WES40434	REBEL OPERATIVES (3)	$13.00
WES40435	WOOKIES (3)	$13.00
WES40436	MON CALAMARI (3)	$13.00
WES40437	HEIR TO THE EMPIRE VILLAINS	$13.00
WES40438	EWOKS	$13.00
WES40439	NOGHRI	$13.00
WES40440	ZERO-G STORMTROOPERS	$13.00
WES40441	SKYWALKERS	$13.00
WES40442	ENCOUNTER ON HOTH	$13.00
WES40443	ALIENS OF THE GALAXY # 2	$13.00
WES40444	JABBA THE HUT	$13.00
WES40445	JABBA'S SERVANTS	$13.00
WES40446	DARK STRYDER # 1 (3)	$13.00
WES40447	DARK STRYDER # 2 (3)	$13.00
WES40450	GAMORREAN GUARDS	$13.00
WES40451	MOS EISLEY CANTINA	$13.00
WES40501	LANDSPEEDER	$20.00
WES40502	IMPERIAL SPEEDER BIKES (2)	$20.00
WES40503	REBEL SPEEDER BIKES	$20.00
WES40504	STORM SKIMMER	$20.00
WES40507	BANTHA WITH RIDER	$20.00

Space Rangers

ICE SPACE RANGERS $50.00

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

ICE STEEL WARRIORS $40.00

Another magnificent boxed set of miniatures from ICE, this one containing 30 plastic mechs, each around 40 - 45mm tall, and each having interchangeable bodies, arms, and five types of weapons, which allow you to create over 40 different variations. There are three types of mechs, two walking upright and one "bird style", a little similar to the Masakari clan mech. These mechs make perfect DYO mechs for BattleTech, and are perfect for Heavy Gear and Mekton.

TERRAIN CREATIONS

We have just picked up a magnificent range of 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills that will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flocked, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees.

TC1001 BASIC HILL SET (9) $40.00

Contains a good mix of nine ! hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.

TC1002 TRANSITIONAL HILL SET $27.00

This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.

TC1003 MODULAR HILL SET $39.00

This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!

TC1004 RIDGE LINE SET $15.00

Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.

TC1005 STEEP HILL SET $24.00

Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.

TC1006 LARGE RIDGE LINE SET $30.00

This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long..

TC1007 IRREGULAR HILL SET # 1 $36.00

Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked ontop of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.

TC1008 TERRAIN SQUARES (1) $TBA

These 2 foot square (60cm square) flocked terrain squares can be laid out to provide you with a complete flocked table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 4ft you need 8 squares. Due Sep?

Warhammer 40,000

GAM **WARHAMMER 40,000 BOXED SET**

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore they first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves inwhich to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. $90.00

WARHAMMER 40,000 BATTLES

A compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf Magazine. There are four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using vehicles in your games. Also included are three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards, and a bonus scenario. $30.00

CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc $30.00

CODEX ELDAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.. $30.00

CODEX ORCS

96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. $30.00

CODEX ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as wells as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. $30.00

CODEX TYRANIDS

At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasties include

Gargoyles, which are flying Termageants armed with flamers; Hormagants, which are tough Termageants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. **$30.00**

CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Extensive organisation details, painting guides. **$30.00**

CODEX ANGELS OF DEATH

The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **$30.00**

CODEX CHAOS

Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, and more. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. These Daemon World army is so good you'll understand why. **$30.00**

DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game. eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **$60.00**

'EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed informati on about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Knights Panther, Chaos Dragon, etc. **$30.00**

Warhammer 40,000 Miniatures

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY **$280.00**
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

SPACE ORK ARMY **$300.00**
1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatt a Kannon, Dreadnought, Snotling Herd.

ELDAR ARMY **$310.00**
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

CIT0510 ULTRAMARINES ARMY **$285.00**
CIT0512 TYRANID ARMY DEAL **$370.00**
CIT0513 SPACE WOLVES ARMY **$290.00**

SPACE MARINE VEHICLES

CIT0433	RAZORBACK	$47.00
CIT0439	SPACE MARINE LAND SPEEDER	$62.00
CIT0448	WHIRLWIND	$47.00
CIT0450	DEMOLISHER	$62.00
CIT0452	IMPERIAL GRIFFON PLASTIC KIT	$52.00
CIT0453	HELLHOUND TANK	$62.00
CIT0799	IMPERIAL CHIMERA PLASTIC KIT	$52.00
CIT0442	SPACE MARINE DREADNOUGHT	$62.00
CIT0742	**PREDATOR PLASTIC KIT**	**$40.00**
	Note - this is your last chance to get this old model Predator	
CIT0458	PREDATOR NEW PLASTIC KIT	$48.00
CIT0743	RHINO PLASTIC KIT	$32.00
CIT0753	BASILISK	$52.00
CIT0785	LEMAN RUSS PLASTIC TANK	$52.00

SPACE MARINE BOXED SETS

CIT0776	WARRIORS OF THE IMPERIUM	$15.00
CIT0734	IMPERIAL SPACE MARINES	$32.00
CIT0813	SPACE MARINE DEVASTATORS	$47.00
CIT0170	IMPERIAL FIREBASE (BUILDING)	$40.00
CIT0171	IMPERIAL BASTION (BUILDING)	$40.00

SPACE MARINES

CIT700097	CHARACTER BANNERS	$12.00
CIT700806	LEXICANIUM LIBRARIAN	$10.00
CIT700813	VETERAN SERGEANT	$10.00
CIT700815	SPACE MARINE VETERAN SERGEANT	$9.00
CIT700820	SPACE MARINE APOTHECARY	$10.00
CIT700837	CODICER LIBRARIAN	$10.00
CIT700851	SPACE MARINE TECH MARINE	$10.00
CIT700868	COMPANY STANDARD BEARER	$10.00
CIT700875	EPISTOLARY LIBRARIAN	$10.00
CIT700998	SPACE MARINE DEVASTATOR	$10.00
CIT701001	ASSAULT MARINES WITH JUMP PACK	$10.00
CIT701018	SPACE MARINE CHAPLAIN	$10.00
CIT701025	SPACE MARINE SPECIAL WEAPONS	$10.00
CIT701063	TACTICAL SPACE MARINES	$15.50
CIT701193	ASSAULT SPACE MARINES	$15.50
CIT701971	SPACE MARINE VARIANTS	$12.00
CIT702619	VETERAN CAPTAIN	$10.00
CIT702954	SPACE MARINE SCOUTS	$15.50

SPACE MARINE TERMINATOR BOXED SET

CIT0441	SPACE MARINE TERMINATORS	$50.00

TERMINATORS

CIT700691	INQUISITOR TERMINATOR	$11.00
CIT700714	TERMINATOR CAPTAIN	$11.00
CIT701509	TERMINATOR TROOPER	$11.00
CIT701513	TERMINATOR WITH ASSAULT CANNON	$11.00
CIT701520	TERMINATOR SERGEANT	$11.00
CIT701537	TERMINATOR WITH HEAVY FLAMER	$11.00
CIT701544	LIGHTNING CLAW TERMINATOR	$12.50
CIT701559	TERMINATOR CHAPLAIN	$11.00
CIT701569	TERMINATOR LIBRARIAN	$11.00
CIT701579	CYCLONE TERMINATOR	$15.50
CIT701599	THUNDER HAMMER TERMINATOR	$12.50
CIT701612	CYCLONE TERMINATOR VARIANTS	$15.50
CIT700653	GREY KNIGHT TERMINATOR	$9.00

SPACE WOLVES BOXED SETS

CIT0427	SPACE WOLF DREADNOUGHT	$60.00
CIT0802	GREY HUNTERS	$47.00
CIT0803	WOLF GUARD	$42.00
CIT0804	LONG FANGS SQUAD	$47.00
CIT0805	BLOOD CLAWS SQUAD	$47.00

SPACE WOLVES

CIT700011	SPACE WOLF TRANSFERS	$12.00
CIT700059	SPACE WOLF SCOUT SERGEANT	$10.00
CIT700066	SPACE WOLF BANNERS	$12.00
CIT700080	RAGNAR BLACKMANE	$15.50
CIT700110	PRIEST ULRIK THE SLAYER	$15.50
CIT700158	WOLF GUARD IN POWER ARMOR	$10.00
CIT700233	NJARL STORMCALLER	$15.50
CIT700301	GREY HUNTERS	$15.50
CIT700356	IRON PRIEST	$15.50
CIT700400	BLOOD CLAWS	$15.50
CIT700455	LONG FANGS	$10.00
CIT700509	WOLF GUARD TERMINATOR	$11.00

DARK ANGEL BOXED SETS

CIT0421	DARK ANGEL TACTICAL SQUAD	$47.00
CIT0429	DARK ANGELS DREADNOUGHT	$60.00
CIT0809	DARK ANGEL DEATHWING	$50.00
CIT0457	RAVENWING LAND SPEADER	$60.00

DARK ANGELS

CIT700028	DARK ANGEL TRANSFERS	$12.00
CIT700905	AZRAEL AND HELMET BEARER	$19.00
CIT700912	ASMODAI DARK ANGEL CHAPLAIN	$15.50
CIT700929	EZEKIEL DARK ANGEL LIBRARIAN	$15.50
CIT700936	BETHOR DARK ANGEL STANDARD BRR	$15.50
CIT702657	DARK ANGEL CAPTAIN	$10.00
CIT700608	DEATHWING TERMINATOR	$13.00

BLOOD ANGEL BOXED SETS

CIT0422	BLOOD ANGEL DEVASTATORS	$47.00
CIT0424	BLOOD ANGEL DEATH COMPANY	$47.00
CIT0425	BLOOD ANGEL DREADNOUGHT	$60.00
CIT0808	BLOOD ANGEL TACTICAL SQUAD	$47.00

BLOOD ANGELS

CIT700035	BLOOD ANGEL TRANSFERS	$12.00
CIT700073	BLOOD ANGEL BANNERS	$12.00
CIT700943	APOTHECARY CORBULO	$15.50
CIT700950	MEPHISTON LORD OF DEATH	$15.50
CIT700967	COMMANDER DANTE	$15.50
CIT700979	CAPTAIN TYCHO	$15.50
CIT702633	BLOOD ANGEL MARINE CAPTAIN	$10.00
CIT702756	DEATH COMPANY BLOOD ANGELS	$15.50

ULTRA MARINE BOXED SETS

CIT0426	ULTRAMARINE ASSAULT SQUAD	$47.00
CIT0819	ULTRAMARINES TACTICAL SQUAD	$47.00

ULTRA MARINE BLISTERS

CIT700103	ULTRAMARINE BANNERS	$12.00
CIT700844	MARNEUS CALGAR	$15.50
CIT700882	TIGURIUS	$15.50
CIT700899	ULTRAMARINE COMPANY TRANSFERS	$12.00

CHAOS SPACE MARINES

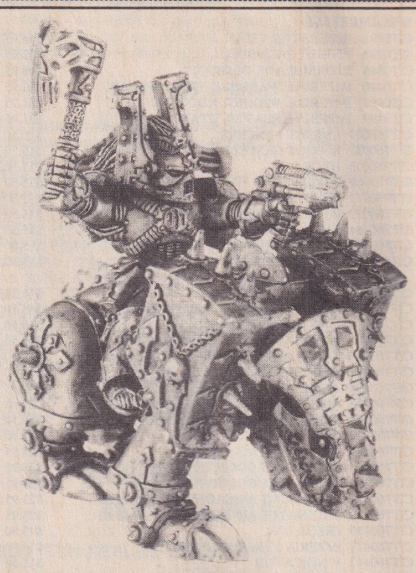
CIT704415	CHAOS TERMINATOR	$10.00
CIT704422	CHAOS TERMINATOR CAPTAIN	$10.00
CIT704439	CHAOS ASSAULT TERMINATOR	$10.00
CIT704446	CHAOS HEAVY FLAMER TERMINATOR	$10.00
CIT704453	CHAOS TERMINATOR SERGEANT	$10.00
CIT704606	PLAGUE MARINES	$15.50
CIT704651	WORLD EATER ASSAULT MARINE	$15.00
CIT704668	WORLD EATER CHAOS MARINE	$15.00
CIT0793	WORLD EATER MARINES	$32.00
CIT0460	CHAOS JUGGERNAUT OF KHORNE	$34.00
CIT703049	CHAOS SPACE MARINE CHAMPION	$9.50
CIT703059	CHAOS SPACE MARINE W/PLASMA GUN	$9.50
CIT703069	CHAOS SPACE MARINES (3)	$15.50
CIT703039	ABADDON THE DESPOILER	$21.00
CIT102792	CHAOS NURGLE PLAGUE MARINES (5)	$14.50
CIT102794	CHAOS KHORNE BERZERKERS (5)	$14.50

SPACE ORK BOXED SETS

CIT0431	ORK DREADNOUGHT	$62.00
CIT0434	SNAKEBITE BOARBOYZ	$32.00
CIT0436	ORK STORMBOYZ	$47.00
CIT0801	ORK WARBIKE	$15.00
CIT0741	SPACE ORK WARRIORS	$30.00
CIT0778	GRETCHIN	$27.00
CIT0735	ORK WAR BUGGY	$32.00
CIT707039	SQUIG CATAPULT	$24.00

SPACE ORKS

CIT705207	ORK HEAVY WEAPON BOYZ	$10.00
CIT705597	SPACE ORK GRETCHIN	$15.50
CIT706051	SPACE ORK BOYZ	$15.50
CIT706181	ORK MAD BOYZ	$15.50
CIT706204	SPACE ORK MEKBOYZ	$15.50
CIT706570	ORK WEIRD BOYZ	$15.50
CIT706693	SPACE ORK WARBOSS	$12.50
CIT706723	ORK RUNTBOTZ	$12.00
CIT706769	SPACE ORK DECALS	$10.00



A COMPLETED CHAOS JUGGERNAUT OF KHORNE

THE COMPLETED ABADDON THE DESPOILER, WARMASTER OF CHAOS

CIT706839	ORK FREEBOOTERZ	$15.50
CIT706959	ORK SHOKK ATTACK GUN	$19.00
CIT707164	SPACE ORK SQUIGS	$12.00
CIT707942	WARLORD GHAZGHKULL TRAKA	$15.50
CIT708000	GOFF SKARBOYZ	$15.50
CIT708017	GOFF NOBZ	$10.00
CIT708024	SNAKE BITE ORK BOYZ	$15.50
CIT708048	SNAKEBITE BOAR BOYZ NOBZ	$12.50
CIT708055	SPACE ORK SPLATTERY KANNON	$24.00
CIT708062	ZOGROD WORTSNAGGA	$15.50
CIT708079	SPACE ORK KOMMANDOS	$15.50
CIT708086	SPACE ORKS PULSA ROKKIT	$24.00
CIT708093	SPACE ORK STORM BOYZ	$10.00
CIT708109	SPACE ORK TRACTOR KANNON	$24.00
CIT708116	SPACE ORK SMASHA GUN	$24.00
CIT708130	SPACE ORK BANNERS	$12.00
CIT708147	SPACE ORK MEGA ARMOR	$10.00
CIT708154	ORK DEATHSKULL LOOTERS	$10.00
CIT708161	SPACE ORK WARPHEAD	$15.50

ELDAR BOXED SETS

CIT0797	**WILD RIDERS OF SAIM-HANN**	**$57.00**
	Note - our stocks at this price are limited	
CIT0430	ELDAR AVATAR	$32.00
CIT0432	ELDAR WAR WALKER	$43.00
CIT0435	ELDAR DREADNOUGHT	$43.00
CIT0438	ELDAR SHRIEKER JETBIKE	$19.00
CIT0786	ELDAR JETBIKES	$15.00
CIT0784	ELDAR GUARDIANS BOX	$26.00

ELDAR

CIT715008	ELDRAD ULTHRAN: FARSEER	$15.50
CIT715015	KARANDROS	$15.50
CIT715022	FUEGAN THE BURNING LANCE	$15.50
CIT715039	ASURMAN	$15.50
CIT715046	MAUGAN RA	$15.50
CIT715053	JAIN ZAR STORM OF SILENCE	$15.50
CIT715060	BAHARROTH CRY OF THE WIND	$15.50
CIT715107	ELDAR WRAITHGUARD	$15.50
CIT715169	ELDAR DEATH JESTER	$10.00
CIT715176	ELDAR WARRIORS	$15.00
CIT715183	ELDAR HARLEQUINS	$15.50
CIT715220	ELDAR HOWLING BANSHEES	$15.50
CIT715237	ELDAR STRIKING SCORPIONS	$15.50
CIT715244	ELDAR SWOOPING HAWKS	$15.50
CIT715251	ELDAR DIRE AVENGERS (4)	$15.50
CIT715268	ELDAR FIRE DRAGONS	$15.50
CIT715275	ELDAR SCOUTS	$15.50
CIT715602	ELDAR DARK REAPERS	$15.50
CIT715718	WARP SPIDER EXARCH	$10.00
CIT715732	HOWLING BANSHEE EXARCH	$10.00

CIT715749	STRIKING SCORPION EXARCH	$10.00
CIT715756	SWOOPING HAWK EXARCH	$10.00
CIT715763	DIRE AVENGER EXARCH	$10.00
CIT715770	FIRE DRAGON EXARCH	$10.00
CIT715787	DARK REAPER EXARCH	$10.00
CIT715848	ELDAR GUARDIANS	$15.50
CIT716005	ELDAR WARLOCKS	$10.00
CIT716104	ELDAR ANTI-GRAV PLATFORM	$19.00
CIT716357	ELDAR WARP SPIDERS	$15.50
CIT006168	ELDAR RUNES/TRANSFERS	$12.00

IMPERIAL GUARD BOXED SETS

CIT0437	CATACHAN JUNGLE FIGHTERS	$43.00
CIT0440	ROUGHRIDERS OF ATILLA	$32.00
CIT0443	CADIAN SHOCK TROOPS	$43.00
CIT0444	ICE WARRIORS OF VALHALLA	$43.00
CIT0445	MORDIAN IRON GUARD	$43.00
CIT0446	TALLARN DESERT RAIDERS	$43.00
CIT102726	STORM TROOPERS (6 plastic)	$15.00

IMPERIAL GUARD

CIT720217	IMPERIAL FORCES GUARDSMEN	$15.00
CIT721184	IMPERIAL COMMISSAR	$9.00
CIT721955	COMMISSAR YARRICK	$15.50
CIT722006	CATACHAN JUNGLE FIGHTERS	$15.50
CIT722013	JUNGLE FIGHTERS LIEUTENANT	$10.00
CIT722020	CADIAN LIEUTENANT	$10.00
CIT722037	ATTILAN LIEUTENANT	$10.00
CIT722044	ATTILAN ROUGHRIDER STANDARD	$10.00
CIT722051	CADDIAN SHOCK TROOPS	$15.50
CIT722068	IMPERIAL ICE WARRIORS	$15.50
CIT722075	ICE WARRIORS LIEUTENANT	$10.00
CIT722082	MORDIAN GUARD LIEUTENANT	$10.00
CIT722099	MORDIAN IRON GUARD	$15.50
CIT722105	RATLING SNIPERS	$15.50
CIT722112	IMPERIAL DESERT RAIDERS	$15.50
CIT722129	DESERT RAIDERS LIEUTENANT	$9.00
CIT722136	VINDICARE ASSASSIN	$12.50
CIT722143	CALLIDUS ASSASSIN	$12.50
CIT722150	EVERSOR ASSASSIN	$12.50
CIT722167	IMPERIAL GUARD DECALS	$12.00
CIT722174	CATACHAN TROOPERS & SERGEANT	$15.50
CIT722181	CATACHAN'S WITH SPECIAL WEAPON	$15.50
CIT722198	CATACHAN HEAVY WEAPON	$15.50
CIT722204	CADIAN TROOPERS WITH SGT	$15.50
CIT722211	CADIAN TROOPERS WITH SPEC WPN	$15.50
CIT722228	CADIAN HEAVY WEAPON	$15.50
CIT722235	VALHALLAN TROOPERS & SERG	$15.50
CIT722242	VALHALLAN TROOPERS & SPEC	$15.50
CIT722259	VALHALLAN HEAVY WEAPON	$15.50
CIT722266	MORDIAN TROOPERS & SERGEANT	$15.50
CIT722273	MORDIAN TROOPERS & SPECIALIST	$15.50
CIT722280	MORDIAN HEAVY WEAPON	$15.50
CIT722297	TALLARN TROOPERS & SERGEANT	$15.50
CIT722309	TALLARN TROOPERS & SPECIAL	$15.50
CIT722319	TALLARM HEAVY WEAPON	$15.50
CIT722327	CAPTAIN CHENKOV OF VALHALLA	$15.50
CIT722339	CAPTAIN AL'RAHEM	$15.50
CIT722349	CATACHAN JUNGLE FIGHTER CAPTAIN	$12.50
CIT722379	CATACHAN SPECIAL WEAPONS	$15.00
CIT722396	VALHALLAN SPECIAL WEAPONS	$12.50
CIT722402	MORDIAN SPECIAL WEAPON	$12.50
CIT722419	TALLARN SPECIAL WEAPONS	$12.50
CIT722429	PRIMARIS PSYKER	$10.00
CIT722439	IMPERIAL GUARD COMMISSAR	$10.00
CIT722459	COMM-LINK OPERATOR & SP WEAPON (2)	$15.50
CIT722469	STORM TROOPER SERGEANT (1)	$10.00
CIT722479	STORM TROOPER W/SPECIAL WEAPON	$10.00
CIT722489	STORM TROOPER HEAVY WEAPON & CREW	$15.50
CIT724017	ADEPTUS ARBITES CAPTAIN	$15.50
CIT724024	ADEPTUS ARBITES WITH SHOTGUN	$15.50
CIT724031	ADEPTUS ARBITES WITH BOLTER	$15.50
CIT724109	IMPERIAL FORCES PSYKER	$10.00
CIT724208	IMPERIAL OGRYNS	$19.00
CIT724215	ROUGHRIDER	$10.00
CITARMT	IMPERIAL GUARD ARMOR TRANSFERS	$12.00

TYRANID BOXED SETS

CIT0428	CARNIFEX	$47.00
CIT0449	TYRANID HIVE TYRANT	$47.00
CIT0451	TYRANID LICTOR	$32.00
CIT0800	TYRANID TERMAGEANTS (10)	$26.00
CIT0775	TYRANID WARRIORS (3)	$32.00
CIT0777	PURESTRAIN GENESTEALERS	$26.00

TYRANIDS

CIT726691	TERMAGEANTS WITH FLESHBORER	$15.50
CIT726707	TERMAGEANTS WITH SPIKE RIFLE	$15.50
CIT726714	GARGOYLES	$15.50
CIT726721	TERMAGEANT WITH WEB STRANGLER	$15.50
CIT726738	TYRANID BIOVORE	$19.00
CIT726745	TYRANID HORMAGAUNTS	$19.00
CIT726752	TYRANID WITH SPINEFIST	$19.00
CIT726769	TYRANID WITH DEVOURER	$19.00
CIT726776	TYRANID WITH LASH WHIP	$19.00
CIT726783	TYRANID WITH VENOM CANNON	$19.00
CIT726790	TYRANID WITH BARBED STRANGLER	$19.00
CIT726806	TYRANID RIPPER SWARM	$12.50
CIT726813	TYRANID ZOANTHROPE	$24.00

WARHAMMER 40,000 VEHICLES

By Armorcast

For use with 25mm figure scale
Please allow 2 week delivery time
Each resin kit includes a 40K Vehicle Datafax.

ARMOR01	WARHOUND TITAN	$225.00
	Choose 2 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC.	
ARMOR02	REAVER TITAN	$350.00
	Choose 3 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC, ChainF, PowerF, Heat Lance, Pulse Laser.	
ARMOR04	SHADOWSWORD TANK	$140.00
ARMOR06	ELDAR TEMPEST GRAV TANK	$95.00
ARMOR08	ELDAR PHANTOM TITAN	$450.00
ARMOR09	ELDAR REVENANT	$225.00
ARMOR10	TYRANID MALEFACTOR	$85.00
ARMOR11	TYRANID EXOCRINE	$75.00
ARMOR13	ORK GREAT GARGANT (huuuuuuge!)	$700.00
ARMOR14	ELDAR FALCON TANK	$85.00
ARMOR15	TYRANID HARUSPEX	$90.00

Fantasy Football

GAM **BLOOD BOWL 2nd Edition**

Blood Bowl has now been dropped by Games Workshop, but we still have stocks remaining. If you want to play Blood Bowl, get in quickly before we sell out. Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc **$89.95**

DEATHZONE

The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, ot to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. **$45.00**

BLOOD BOWL MINIATURES

BLOOD BOWL BOXED SETS

CIT0282	ORKLAND RAIDERS	$40.00
CIT0283	NAGGAROTH NIGHTMARES	$40.00
CIT0284	CHAMPIONS OF DEATH	$40.00
CIT0285	SKAVENBLIGHT SCRAMBLERS	$40.00
CIT0286	GALADRIETH GLADIATORS	$40.00
CIT0287	THE GRUDGEBEARERS	$40.00
CIT0288	CHAOS ALL STARS	$40.00
CIT0289	ATHELORN AVENGERS	$40.00
CIT0290	ZHARR-NAGGRUND ZIGGURATS	$40.00

BLOOD BOWL BLISTERS

CIT735013	NOBBLA BLACKWORT	$8.50
CIT735020	SCRAPPA SOREHEAD	$8.50
CIT735037	GRIFF OBERWALD	$8.50
CIT735044	MORGTH N'HTHROG	$17.00
CIT735051	THE MIGHTY ZUG	$8.50
CIT735068	FUNGUS THE LOON	$8.50
CIT735075	BOMMER DRIBBLESNOT	$8.50
CIT735082	RIPPER BOLGROT	$23.00
CIT735099	VARAG GHOUL CHEWER	$8.50
CIT735105	HEADSPLITTER	$17.00
CIT735112	PRINCE MORANIAN	$8.50
CIT735129	GRIM IRONJAW	$8.50
CIT735136	BLOODBOWL GOBLINS	$15.00
CIT735143	COUNT LUTHOR VON DRACKEN	$8.50
CIT735150	HORKON HEARTRIPPER	$8.50
CIT735167	LORD BORAK THE DESPOILER	$8.50
CIT735174	BLOODBOWL HALFLINGS	$14.50
CIT735181	SKAVEN MUTANT PLAYERS	$14.50
CIT735198	GNASHRAK BLACKHOOF	$23.00
CIT735204	JORDELL FRESHBREEZE	$8.50
CIT735211	HTHARK THE UNSTOPPABLE	$14.50
CIT735228	DWARF DEATH ROLLER	$23.00
CIT735235	CHAOS MUTANT PLAYERS	$14.50
CIT735242	HAKFLEM SKUTTLESPIKE	$8.50

FANTASY

Dragon Lords

GRE **DRAGON LORDS** **$60.00**

Grenadier's game of fantastic battles between fierce dragons. Each player controls a dragon involved in an awesome aerial battle. Players move their dragons about the colorful maps, jockeying for the best position from which to unleash their breath weapons, and hurtle themselves headlong into mid-air mortal combat. Has a 40 page rulebook, 12 ready-made dragon play sheets, scenarios, game log, two quick reference sheets, 70 altitude and combat counters, six small metal dragons with riders, and plastic flying stands; and 6 color mapsheets.Apart from the 12 dragon types provided, rules let you create up to 625 different types of dragons.

Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. $16.00

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT	Elf Army (24 Army Points)	$20.00
HOTT	Dwarf Army (24 Army Points)	$20.00
HOTT	Orc Army (24 Army Points)	$20.00
HOTT	Skeleton Army (24 Army Points)	$20.00
HOTT	Lizardmen Army (24 Army Points)	$28.00
HOTT	Amazon Army (24 Army Points)	$20.00
HOTT	Dark Dwarf Army (24 Army Points)	$20.00
HOTT	Ratmen Army (24 Army Points)	$20.00
HOTT	Halfling Army (24 Army Points)	$20.00
FSK7	Skeleton Chariot	$6.50
FCR2	Troll (1)	$2.00
FCR3	Giant (1)	$2.75
FCR8	Wraith (1)	$0.55
FCR9	Lurker (1)	$0.55
FCR12	Skeletal Beast with Howdah & Crew	$11.00

GRENADIER

☺ Good News! As you know, Grenadier UK went out of business. Fortunately, Grenadier USA is still alive & kicking - so listed below is our first shipment of Grenadier from the USA. Quality is just as good, Mark Copplestone is still the primary sculptor of the figures listed below, and we will restock all of these titles. *And it's much cheaper than Citadel!!!*

Mark Copplestone's Fantasy Warriors

( ) Exaggerated 25mm metal figures.

GRE1401	WOOD ELVES WITH BOWS (4)	$12.95
GRE1402	WOOD ELVES WITH SPEARS (4)	$12.95
GRE1403	WOOD ELVES WITH SWORDS (4)	$12.95
GRE1404	FIGHTING MEN WITH LONG BOWS	$12.95
GRE1405	FIGHTING MEN W/POLE ARMS (4)	$12.95
GRE1406	FOOT KNIGHTS (4)	$12.95
GRE1407	WOOD ELF CHAMPIONS (4)	$12.95
GRE1408	FIGHTING MEN COMMAND (4)	$12.95
GRE1409	MOUNTED KNIGHTS (2)	$12.95
GRE1410	WOOD ELF COMMAND (4)	$12.95
GRE1411	BARBARIANS W/HAND WEAPONS (4)	$12.95
GRE1412	MOUNTED PALADINS (2)	$12.95
GRE1413	WOOD ELF EAGLE RIDER (1)	$12.95
GRE1414	FIGHTING MEN CHAMPIONS (4)	$12.95
GRE1415	MEDIEVAL HANDGUNNERS (4)	$12.95
GRE1416	BARBARIAN COMMAND (4)	$12.95
GRE1417	WOOD ELF HERO EAGLE RIDER	$12.95
GRE1418	MEDIEVAL FOOT PALADINS (4)	$12.95
GRE1419	CITY GUARDS W/PIKE & HALBRD(4)	$12.95
GRE1420	WOOD ELF CAVALRY (2)	$12.95
GRE1421	FIGHTING MEN W/HALBERDS (4)	$12.95
GRE1422	ELVEN LORDS (2)	$12.95
GRE1423	BARBARIAN WARRIORS (4)	$12.95
GRE1424	FIGHTING MEN W/CROSSBOWS (4)	$12.95
GRE1425	WOOD ELF CAVALRY COMMAND (2)	$12.95
GRE1426	BARBARIAN ARCHERS (4)	$12.95
GRE1427	HIGH ELVES W/SPEARS (4)	$12.95
GRE1428	HIGH ELVES W/LONG BOWS (4)	$12.95
GRE1429	BARBARIAN GIANT (1)	$12.95
GRE1430	HIGH ELVES W/2 HANDED WEAPN(4)	$12.95
GRE1431	BARBARIAN HEROES (4)	$12.95
GRE1432	HALF ORCS W/HAND WEAPONS (4)	$12.95
GRE1433	FIGHTING MEN:WIZARDS & PRIESTS	$12.95
GRE1434	BARBARIAN BERSERKERS (4)	$12.95
GRE1435	EVIL FOOT KNIGHTS (4)	$12.95
GRE1436	HIGH ELF CAVALRY W/LANCE (2)	$12.95
GRE1437	HALF ORCS W/BOWS (4)	$12.95
GRE1438	HIGH ELF CAVALRY W/SWORD (2)	$12.95
GRE1439	HALFLINGS (6)	$12.95
GRE1440	HALFLING HEROES (5)	$12.95

GRE1440 Halfling Heroes

GRE1441	HALF ORC COMMAND (4)	$12.95
GRE1442	SHAMAN AND SORCERERS (4)	$12.95
GRE1443	WOOD ELF WIZARD & DRUIDS (4)	$12.95
GRE1444	HIGH ELF COMMAND (4)	$12.95
GRE1445	BARBARIAN BEASTMASTER (1)	$12.95
GRE1446	BARBARIAN INDIVIDUALS (4)	$12.95
GRE1447	FIGHTING MEN CANNON & CREW (3)	$12.95

GRE1448	MEN W/GIANT HANDGUNS (4)	$12.95
GRE1449	MOUNTED MEN-AT-ARMS (2)	$12.95
GRE1450	HORSE RAIDER ROCKET BATTERY(4)	$12.95
GRE1451	BARBARIAN CAVALRY W/SWORDS (2)	$12.95
GRE1454	BARBARIAN CAVALRY COMMAND (2)	$12.95
GRE1455	BARBARIAN BATTLELEADER MTD (1)	$12.95
GRE1456	HIGH ELVEN HORSE ARCHERS (2)	$14.95
GRE1457	BARBARIAN AXE CAVALRY (2)	$12.95
GRE1458	SKELETON WARCHIEF,CHAMPN,SND,M	$12.95
GRE1459	SKELETON W/HANDWEAPONS (4)	$12.95
GRE1460	SKELETON W/2 HANDED WPNS (4)	$12.95
GRE1461	SKELETON INDIVIDUALS (4)	$12.95
GRE1462	SKELETON ARCHERS (4)	$12.95
GRE1463	SKELETON BOLT THROWERS (4)	$12.95
GRE1464	SKELETON MTD WARCHIEF & HERALD	$12.95
GRE1465	HIGH ELF MTD WARCHIEF,HERALD	$12.95
GRE1466	DWARF FIRE BELCHER MORTAR&CREW	$12.95
GRE1469	DARK DWARF INFANTRY (4)	$12.95
GRE1470	ZOMBIES W/HAND WEAPONS (4)	$12.95
GRE1471	DARK DWARF BAT RIDER (1)	$12.95
GRE1472	HALFLING PACK ARTILLERY & CREW	$12.95
GRE1473	DARK ELF VULTURE RIDER (1)	$12.95
GRE1474	DARK ELF RAPTOR STANDARD BEARR	$12.95

Mark Copplestone's Fantasy Army Packs

Each pack with ( ) exaggerated 25mm metal figures.

GRE2001	WOOD ELF ARCHERS (8)	$19.95
GRE2002	CHAMPIONS OF BATTLE (8)	$19.95
GRE2003	BARBARIAN AXEMEN (8)	$19.95
GRE2004	WOOD ELF INFANTRY (8)	$19.95
GRE2005	ORC BLOODLUST (8)	$19.95
GRE2006	DWARF BATTLE SQUAD (8)	$19.95

Special Boxed Sets

Magnificent dragons or creatures in boxed sets. 25mm scale.

GRE2530	WAR MAMMOTH (1)	$49.95
GRE2533	WAR RHINO (1)	$49.95
GRE5501	UNDEAD WAR MAMMOTH	$29.95
GRE5502	DEATH DRAGON	$29.95
GRE5503	UNDEAD WAR CHARIOT	$29.95
GRE5504	DEATH GIANT	$29.95
GRE3511	GOBLIN WAR GIANT SP	$64.95

Fantasy Legends

Each pack with ( ) exaggerated 25mm metal figures.

GRE3138	GOBLIN COMMAND (2)	$6.95
GRE3139	GOBLIN BLOWGUNNERS (2)	$6.95
GRE3140	RATSCUM STANDARD & MUSO (2)	$6.95
GRE3141	ELF SINISTER SWORDSMEN (2)	$6.95
GRE3142	RATSCUM CROSSBOWMEN (2)	$6.95
GRE3143	RATSCUM W/POLEARMS (2)	$6.95
GRE3144	DARK DWARVES W/HAND WPNS (2)	$6.95
GRE3145	SIRENS (2)	$6.95
GRE3146	PEGACORN (1)	$6.95
GRE3147	NAUGHTY NYMPHS (2)	$6.95
GRE3148	SYLPH & PIXIE (2)	$6.95
GRE3149	UNICORNS - MARE & FOAL	$6.95
GRE3150	PEGASUS MARE & FOAL	$6.95
GRE3151	FIRE WIZARD & WATER CONJUROR 2	$6.95
GRE3152	LIGHT CASTER & AIR SUMMONER 2	$6.95
GRE3153	FEMALE BARBARIANS (2)	$6.95
GRE3154	FEMALE BARBARIANS OF THE WIND	$6.95
GRE3155	FIRE MINIONS (2)	$8.50
GRE3156	ARCANGEL	$8.50
GRE3157	GUARDIAN ANGEL (1)	$8.50
GRE3158	LIFE ANGEL (1)	$8.50
GRE3159	OWL BEAR PACK LEADER (1)	$8.50
GRE3160	GABRILE THE ANGEL	$8.50

Fantasy Personalities

Each pack with ( ) exaggerated 25mm metal figures.

GRE3201	ROYAL KNIGHTS (2)	$8.95
GRE3202	BATTLE KNIGHTS (2)	$8.95
GRE3203	MASTER WIZARDS (2)	$8.95
GRE3204	MASTER WIZARDS (2)	$8.95
GRE3205	SOLDIERS OF FORTUNE (2)	$8.95
GRE3206	ELVEN LORDS & CHAMPION (2)	$8.95

Fantasy Warriors Plastic Figures

Each pack with ( ) exaggerated 25mm plastic figures.

GRE5002	ORCS WITH SPEARS (10)	$9.95
GRE5003	DWARVES WITH AXES (10)	$9.95
GRE5004	DWARVES WITH XBOWS(10)	$9.95
GRE5005	ORCS WITH SWORDS (10)	$9.95
GRE5901	ORCS (50 PLASTIC FIGURES)	$34.95
GRE5902	DWARVES (50 PLASTIC FIGURES)	$34.95

Fantasy Warriors Personalities

Each pack with 1 exaggerated 25mm metal figure.

GRE5601	WITCH	$3.50
GRE5602	AMAZON WARCHIEF	$3.50
GRE5603	AMAZON BATTLELEADER	$3.50
GRE5604	ENCHANTRESS	$3.50
GRE5605	VALKYRIE	$3.50
GRE5606	WRAITH	$3.50
GRE5607	UNDEAD CHAMPION	$3.50
GRE5608	UNDEAD STANDARD BEARER	$3.50
GRE5609	WOOD ELF	$3.50
GRE5610	HIGH ELF	$3.50
GRE5611	BARBARIAN	$3.50
GRE5612	FIGHTING MAN	$3.50
GRE5613	FOOT KNIGHT	$3.50
GRE5614	WOOD ELF MARKSMAN	$3.50
GRE5615	BARBARIAN HERO	$3.50
GRE5616	BARBARIAN BODY GUARD	$3.50
GRE5617	BARBARIAN BATTLE LEADER	$3.50
GRE5618	GOBLIN LEADER	$3.50
GRE5619	UNDEAD BARBARIAN	$3.50
GRE5620	DWARF WARCHIEF	$3.50
GRE5621	BARBARIAN WARCHIEF	$3.50
GRE5622	FIGHTING MAN MARKSMAN	$3.50
GRE5623	WOOD ELF SCOUT	$3.50
GRE5624	GIANT ORC WARRIOR # 1	$3.50
GRE5625	GIANT ORC WARRIOR # 2	$3.50
GRE5626	GIANT ORC WARRIOR # 3	$3.50
GRE5627	ORC WARCHIEF	$3.50
GRE5628	ORC SHAMAN (1)	$3.50
GRE5629	ORC MUSICIAN (1)	$3.50
GRE5630	DWARF WAR CHIEF (1)	$3.50
GRE5631	GOBLIN WAR CHIEF (1)	$3.50

Julie Guthrie Fantasy Personalities

Each pack with 1 exaggerated 25mm metal figure.

GRE8101	FIGHTING PALADIN	$3.50
GRE8102	CHAOTIC SWORDSMAN	$3.50
GRE8103	DWARF ADVENTURER	$3.50
GRE8104	WIZARD ADVENTURER	$3.50
GRE8105	FEMALE SNEAKTHIEF	$3.50
GRE8106	FEMALE PALADIN	$3.50
GRE8107	RANGER WITH TWO SWORDS	$3.50
GRE8108	FIGHTER W/SHIELD & SWORD	$3.50
GRE8109	MYSTERIOUS STRANGER WITH SWORD	$3.50
GRE8110	CLERIC CASTING SPELL	$3.50
GRE8111	BLACK KNIGHT	$3.50
GRE8112	WHITE KNIGHT	$3.50
GRE8113	HALF ELF WARRIOR MAGE	$3.50
GRE8114	VILLAIN	$3.50
GRE8115	FEMALE ARCHER	$3.50
GRE8116	ENCHANTRESS	$3.50
GRE8117	RANGER BOWMAN	$3.50
GRE8117	RANGER BOWMAN	$3.50
GRE8118	HALFLING ADVENTURER WITH SWORD	$3.50
GRE8119	DUNGEON RAIDER	$3.50
GRE8120	BERSERKER IN WOLFSKIN	$3.50
GRE8121	DARK PALADIN	$3.50
GRE8122	DESERT RAIDER	$3.50
GRE8123	HIGH ELF FIGHTER	$3.50
GRE8124	MASTER WIZARD	$3.50
GRE8125	FEMALE RANGER	$3.50
GRE8126	FEMALE BARD	$3.50
GRE8127	FIGHTING CLERIC	$3.50
GRE8128	ELVEN RANGER	$3.50
GRE8129	DARK WIZARD	$3.50
GRE8130	ARMORED WARRIOR	$3.50
GRE8131	ROYAL PALADIN	$3.50
GRE8132	EVIL ARCHER	$3.50
GRE8133	DWARF WITH CROSSBOW	$2.95
GRE8134	ROGUE ADVENTURER	$3.50
GRE8135	FEMALE WOOD ELF	$3.50
GRE8136	ARMORED FEMALE CLERIC	$3.50
GRE8137	NINJA	$3.50
GRE8138	DARK HERO	$3.50
GRE8139	SKELETON CHAMPION	$3.50
GRE8140	MINOTAUR WARRIOR	$3.50
GRE8141	SUCCUBUS II	$3.50
GRE8142	LIZARDMAN II	$3.50
GRE8143	LAWFUL DEFENDER	$3.50
GRE8144	TRAVELLING WIZARD	$3.50
GRE8145	FEMALE HALFLING II	$3.50
GRE8146	SWORDSWOMAN II	$3.50
GRE8147	ADVENTURING BARD	$3.50
GRE8148	DEATH KNIGHT	$3.50
GRE8149	WARRIOR PRIEST	$3.50
GRE8150	ADVENTURING RANGER	$3.50
GRE8151	FIGHTER MAGE	$3.50
GRE8152	ROGUE	$3.50
GRE8153	IRON LORD	$3.50
GRE8154	FEMALE DWARF	$3.50
GRE8155	DWARF PRIEST	$3.50
GRE8156	DWARF PRIESTESS	$3.50
GRE8157	FEMALE VAMPIRE	$3.50
GRE8158	CHAOS CLERIC	$3.50
GRE8159	WOLF WIZARD	$3.50
GRE8160	DARK ELF WEAPONS MASTER	$3.50
GRE8161	CONQUEROR KING	$3.50
GRE8162	DWARVEN HERO	$3.50
GRE8163	KNIGHT CHAMPION	$3.50

Mark Copplestone's Fantasy Warriors

Each pack with ( ) exaggerated 25mm metal figures.

GRE8501	BARBARIAN KING & TRUMPETER (2)	$7.50
GRE8502	BARBARIAN KING'S STNDRD &BEARR	$7.50
GRE8503	DWARVEN HANDGUNNERS (2)	$7.50
GRE8504	DWARVEN COMMAND (2)	$7.50
GRE8505	WOOD ELF SHAPECHANGERS (2)	$7.50
GRE8506	ORC WAR CHIEF (1)	$7.50
GRE8507	BATTLE LEADER (1)	$7.50
GRE8508	IMPERIAL ARMY STNDRD & MUSICIN	$7.50
GRE8509	IMPERIAL ARMY HANDGUNNERS (2)	$7.50
GRE8510	WOOD ELF BATTLELEADERS (2)	$7.50
GRE8511	IMPERIAL ARMY FOOT KNIGHTS (2)	$7.50
GRE8512	DARK ELF COMMAND STNDRD & MUSO	$7.50
GRE8513	DARK ELF CROSSBOWMEN (2)	$7.50
GRE8514	MOUNTED BARBARIAN HERO (1)	$7.50
GRE8515	DARK ELF COMMAND STNDRD & LDR	$14.95
GRE8516	BATTLE ORCS W/MACE & SPEAR (2)	$7.50
GRE8517	BATTLE ORCS W/AXE & CLUB (2)	$7.50
GRE8518	DARK ELF CHAMPION WITH HERO(2)	$7.50
GRE8519	TOOLAIN1 HALBERDIER SERGEANTS2	$7.50
GRE8520	DARK ELF INFANTRY (2)	$7.50
GRE8521	MOUNTED IMPERIAL MEN-AT-ARMS	$7.50
GRE8522	HALFLING CHAMPIONS (3)	$7.50
GRE8523	HALFLING COMMAND (3)	$7.50
GRE8524	HALFLING PONY ARCHERS (2)	$7.50
GRE8525	SKELETON ARMY STANDARDS SET	$7.50
GRE8526	HIGH ELF WARCHIEF & BATTLELDR	$7.50
GRE8527	HIGH ELF MUSICIANS (2)	$7.50
GRE8528	WOLF RIDER HERO (1)	$7.50
GRE8529	RATSCUM WEASEL ARCHERS	$7.50
GRE8530	DARK DWARVES LDR & STND BEARER	$7.50
GRE8531	DWARVEN URSINE BATTLE LEADER	$7.50
GRE8532	RATSCUM JAZEL MARKSMEN (2)	$7.50
GRE8533	DWARVEN URSINE RIDER WITH AXE	$7.50
GRE8534	URSINE STANDARD BEARER (1)	$7.50
GRE8537	MINOTAUR SWORDMASTER (1)	$7.50

Fantasy Warriors Big Boyz

Each pack with ( ) BIG metal figures.

GRE9210	CHAOS GIANT (1)	$17.95
GRE9211	DOPPLE GIANT (1)	$17.95
GRE9212	BARBARIAN CHARIOT (1)	$17.95
GRE9213	IMPERIAL HEAVY CANNON & CREW	$17.95
GRE9214	HIGH ELF CHARIOT	$17.95
GRE9215	HIGH ELF CELESTRIAL BANNER ETC	$17.95
GRE9216	HOBBIT WAR CART	$17.95
GRE9217	TITAN (1)	$17.95
GRE9218	STONE GIANT (1)	$17.95

Grenadier's Dragons

Each pack with ( ) exaggerated 25mm metal figures.

GRE9601	BLACK DRAGON II	$26.95
GRE9603	WHITE DRAGON II	$26.95
GRE9604	BRASS DRAGON II	$26.95
GRE9605	GREEN DRAGON II	$26.95
GRE9606	SILVER DRAGON II	$26.95
GRE9607	BLUE DRAGON II	$26.95
GRE9608	COPPER DRAGON II	$26.95
GRE9609	BRONZE DRAGON II	$26.95
GRE9610	GOLD DRAGON II	$26.95
GRE9611	PLATINUM DRAGON II	$26.95
GRE9612	SPECTRAL DRAGON II	$26.95
GRE9902	RED DRAGON	$26.95
GRE9903	DRAGON ON TREASURE	$26.95
GRE9904	SKELETAL DRAGON	$26.95
GRE9905	CHAOS WAR DRAGON	$26.95
GRE9907	BLACK DRAGON	$26.95
GRE9908	WHITE ICE DRAGON	$26.95
GRE9909	BLUE DRAGON	$26.95
GRE9910	FIRE DRAGON	$26.95
GRE9911	HYDRA DRAGON	$26.95
GRE9912	ARMORED DRAGON	$26.95

GRENDEL

25mm Fantasy Resin Boxed Scenery

GRNF0001	**Dungeon Builder: 2 stairs,6 doors, 8 x A5** cardstock floor plans	$27.00
GRNF0002	**Dungeon Accessories: 4 pillars, 2 treasure** 2 gargoyle statues, gateway, altar	$24.00
GRNF0003	**Tavern: door, bar with barman, 3 sets of** chairs, fire, dog, barrels.	$24.00
GRNF0004	**Widows Lair: huge & ugly spider, lair,** victim and treasure	$24.00
GRNF0010	**Fantasy Forest** 2 carnivorous fungi, mutant mushroom, treeman, flytrap,spore	$22.50
GRNF0013	**Hydra - 7 heads** (14cm tall, 16cm long)	$49.50
GRNF0014	**Pharaohs Tomb** 15cm x 14cm tomb gateway, with 2 stone gods	$33.00
GRNF0015	**Orc Outpost** Chief's Hut, Troopers Tent, Battlefield Banner Stand	$29.50
GRNF0016	**Norse Giant** (16cm tall)	$36.00
GRNF0017	**Black Dragon**	$29.50
GRNF0018	**Dungeon Doors (New Designs)** 6 double sided single doors, 2 double doors	$22.50
GRNF0019	**Fire Demon (Huge balrog)** 110mm high, 120mm wingspan	$28.00
GRNF0020	**Pharaohs Crypt** large crypt doorway, Jackal mounted crypt, sarcophagus, urns	$28.00
GRNF0025	**Goblin Torturers Chamber** torture chair with coals, shackles, rack, chopping block, gateway	$26.00
GRNF0026	**Graveyard** 6 different graves, large ruined mausoleum	$26.00
GRNF0027	**Goblin Village** (4 goblin fantasy huts)	$35.00
GRNF0028	**Magicians Study** (Throne, workbench, magic portal, bookcase, chest & sideboard.)	$27.00
GRNF0030	**Black Orcs** (12 25mm figures, 4 types)	$25.00
GRNF0031	**Bear Clan Barbarian Axemen** (12 25mm figures, 4 types)	$25.00
GRNF0032	**Dwarf Goliath Warmachine** (Huge mobile bombard & twin cannons)	$40.00
GRNF0033	**Black Orc Warbeasts (2)**	$35.00
GRNF0034	**Skull Bridge & Skull Gateway**	$30.00
GRNF0035	**Goblin Encampment** (5 tents & camp fire)	$35.00
GRNF0037	**Ruined Cathedral** (An superb, large model with 4 ruined wall sections)	$30.00
GRNF0038	**Temple of Horus** (Egyptian - 2 walls, pillar, & statue. 150mm x 90mm)	$45.00
GRNF0039	**Egyptian Palace Entrance & 2 Obelisks**	$40.00
GRNF0040	**Dwarf Garrison Stronghold** (3 towers with removable rampart discs, & 4 walls. Great value.)	$55.00
GRNF0041	**Smugglers Inn** (Bar, barrel door, seats & table, alcove, boat.)	$35.00
GRNF0042	**Pits & Traps** (Man trap,trap door,1 ton weight, sprung pit, sliding door panel, Indiana stone disc pit)	$30.00
GRNF0043	**The Dungeon** Stair with table & door, wall with skeletons, cell door, well, & cell interior.	$35.00
GRNF0044	**Dwarf Axemen** (12 25mm figures, 4 types	$25.00
GRNF0045	**Dwarf X-bowmen** (12 25mm figures, 4 types)	$25.00
GRNF0046	**Temple of Set** (2 fountains, doorway, altar, treasure)	$35.00
GRNF0047	**Barbarian Huts** (2 large huts)	$30.00
GRNF0048	**Fantasy Bazaar** (5 piece market)	$35.00
GRNF0051	**Ruined Acropolis**	$40.00
GRNF0052	**Boat of the River Styx**	$32.50
GRNF0053	**Great Green Dragon**	$32.50
GRNF0054	**Dwarf Stronghold Tower**	$32.50
GRNF0055	**Gothic Crypt** (Crypt & coffin, well of souls, shrine, gateway)	$30.00
GRNF0056	**DWARF SIEGE GUNS** (Siege bombard, siege mortar, organ gun &emplacement)	$30.00
GRNF0057	**DUNGEON MINES** (Magic door, mine entrance, winch, relic, rickety ladder)	$30.00
GRNF0058	**DWARVEN GUN TOWER** (Huge 2 level gun tower with dwarf mortar)	$35.00
GRNF0059	Wyvern's Eerie	$28.00
GRNF0060	Barbarian Longhouse	$30.00
GRNF0061	Siege Tower	$35.00
GRNF0062	Catapults and Ballista	$30.00
GRNF0063	Goblin Wartowers	$28.00
GRNF0064	Warlords Hut	$28.00
GRNF0065	Zombie Dragon	$37.50
GRNF0066	Bronze Dragon	$37.50
GRNF0067	Trebuchet	$37.50
GRNF0068	Ruined Keep	$37.50
GRNF0069	Battering Ram	$37.50
GRNF0070	Swamp Creature	$30.00
GRNF0071	Dwarf Gateway	$35.00
GRNF0072	Dwarf Keep	$35.00
GRNF0073	Golen Wyvern	$40.00
GRNF0074	Earth Elemental	$30.00
GRNF0075	Red Dragon	$52.50
GRNF0076	Dwarf Draw Bridge	$45.00
GRNF0077	Dwarf Outpost	$37.50
GRNF0078	Nubian Pyramid	$40.00
GRNF0079	Ruined Aztec Temple	$40.00

GRNF0068 Ruined Keep

GRNL0001	Necrosaur with Harpoon	$45.00
GRNL0002	Necrosaur with War Tower	$45.00

New Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRN10001	STONE BRIDGE	$12.00
GRN10002	BARRELS	$15.00
GRN10003	PORTCULLIS	$12.00
GRN10004	UNEARTHED CRYPT	$15.00
GRN10005	BANQUET TABLE	$15.00
GRN10006	SNUG PUB	$15.00
GRN10007	CRATES	$15.00
GRN10008	CYCLOPES GATEWAY	$12.00
GRN10009	TAVERN BEDS	$15.00
GRN10010	SKULL FOUNTAINS	$15.00
GRN10011	DEVIL HEADED THRONE	$15.00
GRN10012	DAIS	$12.00
GRN10013	SKULL GATE & ALTAR	$12.00
GRN10014	RAM SKULL GATE	$12.00
GRN10015	DEMONIC ALTAR	$12.00
GRN10016	DRAGON PORTAL	$12.00
GRN10017	GRILLS	$12.00
GRN10018	STANDING STONES	$15.00
GRN10019	FUNGI	$12.00
GRN10020	BOAT & QUAY	$15.00
GRN10021	CANOE AND RAFT	$12.00
GRN10022	SNAKE PIT	$15.00
GRN10023	APOTHECARY	$15.00
GRN10024	GALLOWS & STOCKS	$15.00
GRN10025	FANTASY ROCKET BATTERY	$15.00
GRN10026	ROCK DRAGON	$12.00
GRN10027	MAGICIANS ACCESSORIES	$15.00
GRN10028	MANTLET & SPOTTER POSITIO	$15.00
GRN10029	CARTS & WAGONS	$15.00
GRN10030	SPIRAL STAIRCASE	$15.00
GRN10031	DUNGEON CRAWLERS	$15.00
GRN10032	THE GUARDIAN	$15.00
GRN10033	RUINED GOTHIC ARCHWAY	$15.00
GRN10034	RUINED GREEK TEMPLE	$18.00
GRN10035	TAVERN KITCHEN	$15.00
GRN10036	AZTECIAN ENTRANCE	$15.00
GRN10037	STABLE AND LOFT	$15.00
GRN10038	TREASURE PILES	$15.00
GRN10039	CONSOLS SCI-FI	$15.00
GRN10040	SCI-FI ACCESSORIES	$15.00
GRN10041	APC	$18.00
GRN10042	WARRIOR'S BURIAL MOUND	$15.00
GRN10043	DUNGEON WINDOWS	$15.00
GRN10044	NECROMANCERS STUDY	$15.00
GRN10045	ADVENTURERS CAMPSITE	$15.00
GRN10046	DRAGON SLAYER	$15.00
GRN10047	ARMORER'S	$15.00
GRN10048	BARBARIAN THRONE	$15.00
GRN10049	DUNGEON BEASTIES	$15.00
GRN10050	ALIEN HIVE	$15.00
GRN10051	EGYPTIAN SARCOPHAGUS	$15.00
GRN10052	RUINED EGYPTIAN GATEWAY	$15.00
GRN10053	TOMB DOORS	$15.00
GRN10054	CYCLOPS SKULL PORTAL	$15.00
GRN10055	OLMEC HEAD GATEWAY	$13.00
GRN10056	AZTECIAN ALTAR	$13.00
GRN10057	UNEARTHED EGYPTIAN GATE	$13.00
GRN10058	EGYPTIAN GATE	$12.00
GRN10059	FALCON GATE	$13.00
GRN10060	AZTEC DOOR	$12.00
GRN10061	AZTEC ALTAR	$12.00
GRN10062	OLMEC RUINS	$12.00
GRN10063	DEMON ALTAR & PILLARS	$16.00
GRN10064	LARGE EMBELLISHED GATEWAY	$16.00
GRN10065	TREASURE PILES	$16.00
GRN10066	GREEN GRIFFON BARMAN	$16.00
GRN10067	GREEN GRIFFON TABLES & CHAIRS	$16.00
GRN10068	SECURITY GRAV CAR	$20.00
GRN10069	STREET GANG BUGGY	$20.00

25mm Kryomek Resin Figures & Scenery

GRNF0005	Interdiction Marines: 10 resin marines &	$18.00
GRNF0006	BattleSuited Marines: 10 Terminatr figure	$18.00
GRNF0007	Scarab APC: resin APC, with game stats Suitable for 40K	$24.00
GRNF0008	Sci-Fi Doors & Floors: 6 doors, 8 x A5 cardstock floor plans.	$20.00
GRNF0012	Cyber Technologies 1 Cyberpunk security grav car, & street gang buggy	$22.50
GRNF0021	Raptor Biped Walker 110mm tall walker with chain-gun	$29.50
GRNF0022	Nemesis Biped Walker 110mm tall walker with 3 chain-guns	$29.50
GRNF0023	Imperial Marines (10 elite guardsmen)	$20.00
GRNF0024	Predator Battlesuited Marines $22.50 (10 marines with heavy weapons)	
GRNF0029	Cyberbar Bar, tables, chairs, wall panels.	$27.00
GRNF0036	Corvus V.T.O.L. Mk IV Assault Carrier	$40.00
GRNF0049	Cryogenics & Med-Lab 4 cryogenic berths, 4 Isolation tanks, bed, & bed with monitors.	$35.00
GRNF0050	SCI-FI CARGO BAY	$32.50

Leviathan

GRN LEVIATHAN MINIATURES RULES

Produced by Grendel Miniatures, but also sold by Heartbreaker USA, these miniatures rules are set in a post apocalyptic fantasy world much like Warhammer Fantasy. The rules contain a gripping story in which we are told the horrific history or a world gone mad - a crazed elven king unwittingly opens up the doors to hell and the Abyss, letting countless demons and monsters of all shapes and sizes escape, the nett result being that the world is infested with Leviathans (BIG monsters) of all shapes and sizes. Grendel have produced a huge range of resin models to cover these various monsters, but we are having a bit of trouble getting the range imported to Australia. Basically, the game is a big like Fantasy World War Two, with the huge monsters taking the place of tanks. The rules are detailed, covering barbarians (including Behemoths with wartowers); dwarves with all manner of artillery, walking steam talks called golems that can slaughter demons with a massive shoulder charge; elves (who have fallen) and their dragons and all manners of demons; and the orcs and their monstrous necrosaurs and carnosaurs, etc. Full of B&W art. $40.00

MITHRIL

All figures are 25mm scale and come undercoated.

Mount Gundabad

MMM95	SAVIGA, THE KINGS CONSORT	$3.75
MMM97	URUK-HAI WIMPS	$8.50
MMM100	MANNISH SLAVES	$8.50
MMM101	ORC SERFS	$8.50

Mirkwood II

MMM104	BILBO AND TWO DWARVES	$7.50
MMM105	HUINEN THE SEER	$3.75
MMM106	ARIEN ELVEN MAGE	$4.50
MMM108	THE SILENT SHADOW	$7.50

The Prancing Pony

MMM113	STRIDER,FRODO, & SAM	$12.95
MMM114	SEATED CARD PLAYERS	$10.95
MMM120	SEATED LUTE PLAYER & GIRL	$8.50

Laketown

MMM130	LONGBOAT & CREW	$14.95
MMM131	MASTER OF LAKETOWN	$3.75
MMM133	LAKETOWN GUARDSMAN	$3.75
MMM134	RAFT ELVES	$9.50

3rd Age Personalities

MMM137	CELEBORN	$4.50
MMM141	THE GREAT GOBLIN	$8.50
MMM143	ELROND AND THE RING OF AIR	$3.95
MMM144	RIDDLES IN DARK	$5.95

Gorgoroth

MMM145	MOUTH OF SAURON	$10.95
MMM149	HALF-TROLL COMMANDER	$8.50
MMM152	VARIAG HORSEMAN	$10.95
MMM153	HARADAN CAPTAIN	$4.50
MMM154	HARADAN INFANTRY (2)	$8.50

Durin's Dwarves

MMM156	THRAIN DWARVEN KING	$4.50
MMM158	DWARVEN CRAFTSMAN	$7.50
MMM160	DWARVEN ALCHEMIST	$4.50
MMM161	DIS, DWARVEN MAIDEN	$4.50
MMM162	DWARF ADVENTURER ON PONY	$5.95
MMM164	DAIN IRONFOOT & AZOG	$10.95

Ghost Warriors

MMM166	TUGHAIB OF THE SPIRITS	$4.50
MMM167	WALKING DEAD (2)	$7.50
MMM168	GHOULS	$4.50
MMM170	SCAMMER, DUNLAND SCOUT	$4.50
MMM171	SOLOPHEN DUNLENDING SHAMAN	$4.50
MMM172	LESSER GHOST/UNDER DEEP	$4.50
MMM173	SKELETONS OF UNDER DEEP	$4.50
MMM174	CAVE TROLL OF UNDER DEEP	$10.95

Isenguard

MMM179	HALF ORCS	$7.50
MMM180	HALF ORC CAPTAIN	$3.75
MMM183	WHITE HAND ORC WITH MERRY	$4.50
MMM184	WHITE HAND ORC WITH PIPPIN	$4.50

Ents of Fangorn

MMM188	FIMBRETHIL ENTWIFE	$7.95
MMM189	ENTING	$6.50
MMM192	HUNDIN GONDORIAN BANDIT CHIEF	$3.75
MMM193	BANDITS OF TIR LIMLIGHT	$3.75
MMM194	FEMALE BANDIT	$3.95

Gondor

MMM195	DENETHOR, GONDOR STEWARD	$11.95
MMM196	PIPPIN & BERGIL IN GONDOR	$7.50
MMM197	GONDORIAN OFFICER	$4.50
MMM198	GONDORIAN INFANTRY (2)	$8.95
MMM199	GONDORIAN ROYAL GUARDS (2)	$8.95
MMM202	IORETH THE HEALER	$4.50
MMM203	GONDORIAN TOWNSFOLK (2)	$8.95
MMM204	GONDORIAN NOBLEMAN	$4.50

Elves of Lorien

MMM206	ELF MAIDENS	$5.95
MMM210	LORIEN GUARDIAN/GUIDE	$4.50
MMM213	LORIEN SPEARMAN	$4.50

Tale of Turin

MMM215	TURIN THE OUTLAW	$4.50
MMM216	MORWEN AND NIENOR	$7.50
MMM218	OUTLAW OF TEIGLIN	$4.50
MMM219	MIM AND IBUN	$5.95
MMM222	MORGOTH ORCS (2)	$5.95
MMM223	WOLF SENTINEL	$5.95
MMM224	GWINDOR	$4.50

The Hobbit

MMM234	ELVEN KING	$4.50

Boxed Sets

MMM236	THE HOBBIT BOXED SET	$37.50
MMM300	BALROG OF MORIA	$59.50
MMM345	THE VENGEANCE OF SMAUG	$59.50

Turin the Black Sword

MMM240	FINDULAS AND GWINDOR	$8.50
MMM241	BRODDA THE EASTERLING	$4.50
MMM242	HITHLUM EASTERLING WARRIOR	$4.50
MMM243	BRANDIR THE LAME	$4.50
MMM244	TURIN TURUMBAR	$4.50
MMM245	NIMIEL THE BRIDE	$4.50
MMM246	ANGBAND ORC-CAPTAIN	$4.50

The Ancient Folk

MMM248	GHAN-BURI-GHAN & SPEARMAN	$6.50
MMM249	WOSE WARRIOR & PRIESTESS	$6.50
MMM250	CORPSE CANDLE	$4.50
MMM252	PUKEL MEN (2)	$6.50
MMM253	SWAMP-STAR	$4.50
MMM254	MEWLIP	$8.50
MMM256	BARROW-WIGHT LORD	$5.50
MMM257	BARROW-WIGHT KING	$5.50

Riders of Rohan

MMM263	ROHIR WARRIOR W/LONGSWORD	$4.50
MMM266	HAMA OF MEDUSELD	$4.50
MMM267	ROHIRRIM FOOT ARCHER	$3.50
MMM268	ROHIRRIM FOOT W/SPEAR	$4.50

The Last Alliance

MMM270	ELRON HERALD OF GIL-GALAD	$11.00
MMM271	ELENDIL THE TALL	$5.50
MMM272	ISILDUR THE RING BEARER	$4.50
MMM273	CIRDAN AT GORGOROTH	$4.50
MMM274	ANARION	$6.50
MMM275	OROPHER ELVEN KING	$4.50
MMM276	NUMENOREAN INFANTRY	$4.50
MMM277	NUMENOREAN DUNNISH TRACKER	$4.50
MMM278	NUMENOREAN INFANTRY (ISILDUR)	$4.50

Gondor

MMM291	GONDOR ROYAL ARMY SPEARMAN	$4.00
MMM292	GONDOR ROYAL ARMY SWORDSMAN	$4.00
MMM293	HARADAN MOUNTED CHIEFTAIN	$11.00
MMM294	HARADAN MAILED INFANTRYMAN	$4.00
MMM296	GONDOR ROYAL/PROVINCL SHIELDS	$4.00

The Misty Mountains

MMM304	GREAT EAGLE: MENELDOR	$11.00
MMM307	STONE GIANT	$17.00

The Orcs of the Red Eye

MMM309	ORC WARBAND LEADER	$4.00
MMM310	MORDOR ORC STANDARD BEARER	$6.00
MMM312	MORDOR ORC DRUMMER	$5.50
MMM313	ARMORED ORCS	$8.50
MMM314	ORC RIDER ON CHARGING WARG	$8.50
MMM315	ORC RIDER ON RUNNING WARG	$8.50

Women of Middle Earth

MMM316	EOWYN/DERMHELM MOUNTED	$8.00
MMM323	TWO FEMALE HOBBITS	$5.50

Frodo & Sam in Mordor

MMM326	SHAGRAT & GORBAG	$11.00
MMM327	FRODO & SAM DRESSED AS ORCS	$5.50
MMM328	LUGBURZ - ORC TRACKER	$4.00

MMM329	THE RINGWRAITH	$6.50
MMM330	MORGUL ORC FIGHTING	$4.00
MMM331	LUGBURZ ORC FIGHTING	$4.00
MMM332	FRODO IN THE TOWER	$8.00
MMM333	LUGBURZ GREAT URUK	$6.50
MMM334	LUGBURZ CAPTAIN WITH WHIP	$4.00
MMM335	SNAGAS (SMALL ORCS - 2)	$6.50

House of Elrond

MMM338	ELROND THE LOREMASTER	$4.50
MMM339	ELROHIR	$4.50
MMM340	ELF-GIRL HARPIST	$6.50
MMM341	BILBO WITH BOOK	$4.50
MMM342	ELF CHILDREN IN TREE	$10.00
MMM343	ARAGORNS LEAVE TAKING	$10.00
MMM344	ELVEN FLOWER MAIDENS	$7.75

Hobbits of the Shire

MMM348	FARMER MAGGOT & HIS DOGS	$6.50
MMM349	THE RINGWRAITH IN THE SHIRE	$10.00
MMM350	GANDALF & THE HOBBIT CHILDREN	$7.75
MMM351	FREDDY BOLGAR & THE INNKEEPER	$5.25
MMM352	LOBELIA & LOTHO	$5.25
MMM353	MARCHO & BLANCO	$5.25
MMM354	KING AGELEB & GUARD	$10.00
MMM355	THE MAYOR & THE SHERIF	$5.25
MMM356	BOUNDERS	$5.25
MMM357	ROSE GAMGEE & GOLDILOCKS	$5.25

Thorin & Dain

MMM363	THORIN IN WAR GEAR	$4.50
MMM364	BALIN IN WAR GEAR	$4.50
MMM365	GLOIN IN WAR GEAR	$4.50
MMM366	KING DAIN	$4.50
MMM367	IRON HILLS STANDARD	$4.50
MMM368	IRON HILLS DRUMMER	$4.50
MMM369	DAIN HUSCARL	$4.50
MMM370	IRON HILLS AXEMEN (2)	$6.50
MMM371	DWARVES WITH WARHAMMERS (2)	$6.50
MMM372	ADVANCING DWARVES WITH AXES (2)	$6.50

Fellowship of the Ring

(These figures are re-released & repackaged)

MMMMC10	FRODO & SAM	$5.25
MMMMC11	GANDALF CASTING SPELL	$5.25
MMMMC12	STRIDER	$4.50
MMMMC13	BOROMIR	$4.50
MMMMC14	LEGOLAS & GIMLI	$7.75
MMMMC15	MERRY & PIPPIN	$5.25

RAL PARTHA

AD&D FANTASY

AD&D Characters

Each with 1 male & 1 female 25mm figure.

RAL11001	FIGHTERS W/2 HND SWORDS (2)	$6.50
RAL11002	CLERICS W/STAFF & HAMMER (2)	$6.50
RAL11003	MAGIC USERS W/STAFF & DAGGER	$6.50
RAL11004	RANGERS W/BOW & SWORD (2)	$6.50
RAL11005	THIEVES W/SLING & SWORD (2)	$6.50
RAL11006	DWARF FIGHTERS W/SHLD & HAMMR	$6.50
RAL11007	ELVEN MAGIC USERS W/STAFF	$6.50
RAL11008	GNOME THIEVES W/DAGGER & X-BW	$6.50
RAL11009	ADVENTURING MAGES WITH STAFF	$6.50
RAL11010	PALADINS W/SWORD & DAGGER	$6.50
RAL11011	HALF ELF RANGERS-BOW & SWORD	$6.50
RAL11012	HALFLING FIGHTER THIEVES	$6.50
RAL11013	BARDS W/HARP & SWORD	$6.50
RAL11014	KENDER ROGUES W/HOOPAKS	$6.50
RAL11015	SAVAGE WARRIORS W/SPR & SHLD	$6.50
RAL11016	HUMAN ROGUES W/SWORDS	$6.50
RAL11017	MERCENARIES (2)	$6.50
RAL11018	WILDERNESS WARRIORS (2)	$6.50
RAL11019	WANDERING SORCERERS (2)	$6.50
RAL11020	ELF MILITANT WIZARDS (2)	$6.50
RAL11021	BERSERKER BARBARIANS (2)	$6.50
RAL11022	ORIENTAL FIGHTERS (2)	$6.50
RAL11023	BOUNTY HUNTERS (2)	$6.50
RAL11024	GLADIATORS (2)	$6.50
RAL11025	HALF ORCS (2)	$6.50
RAL11026	FIGHTERS WITH AXES (2)	$6.50
RAL11027	DRUIDS (2)	$6.50
RAL11028	PRIESTS (2)	$6.50
RAL11029	ELVEN THIEVES (2)	$6.50
RAL11030	FIGHTERS IN PLATE (2)	$6.50
RAL11050	FZOUL CHEMBRYL (1)	$3.50
RAL11051	ZULKIR SZASS TAM (1)	$3.50
RAL11052	MOURNGRYM AMCATHRA (1)	$3.50
RAL11053	MIDNIGHT (1)	$3.50
RAL11054	LORD MENSHOON (WIZARD) (1)	$3.50
RAL11055	MANXAM (BEHOLDER) (1)	$3.50
RAL11056	SHAERT AMCATHRA (THIEF)	$3.50
RAL11057	ELMINSTER WIZARD & SAGE (1)	$3.50
RAL11058	KHELBEN (1)	$3.50
RAL11059	DOVE FALCONHAND (1)	$3.50
RAL11060	FLORIN FALCONHAND (1)	$3.50
RAL11061	AZALIN THE LICH (1)	$3.50
RAL11062	KING AZOUN FROM CORMYR (1)	$3.50
RAL11063	VANGERDAHAST WIZARD (1)	$3.50
RAL11064	LORD SOTH, MTD & FOOT	$16.00
RAL11065	TANIS	$3.50
RAL11066	GOLDMOON	$3.50
RAL11069	RAISTLIN	$3.50
RAL11070	CARAMON	$3.50
RAL11071	KITIARA	$3.50

AD&D Monsters

Each with 1 - 4 25mm scale figures.

RAL11401	BEHOLDER (1)	$8.00
RAL11402	COUATL (1)	$6.50
RAL11403	STONE GIANT WITH AXE (1)	$11.50
RAL11404	UMBER HULK (1)	$9.00
RAL11405	OGRE MAGE WITH VICTIM	$9.00
RAL11406	MIND FLAYER (1)	$3.50
RAL11407	FIRE GIANT (1)	$11.50
RAL11408	TROLL (1)	$8.00
RAL11409	ORCS (4)	$11.50
RAL11410	ETTIN (1)	$11.50
RAL11411	OWL BEAR (1)	$6.50
RAL11412	BUGBEARS (3)	$11.50
RAL11413	DISPLACER BEAST (1)	$11.50
RAL11414	CHIMERA (1)	$15.00
RAL11415	GENIE (1)	$15.50
RAL11416	LESSER GOLEMS-FLESH/CLAY	$8.00
RAL11417	GREATER GOLEMS-IRON/STONE	$13.50
RAL11418	DROW ELVES (4)	$11.50
RAL11419	FIRBOLG WITH SWORD (1)	$11.50
RAL11420	GNOLLS (3)	$11.50
RAL11421	KOBOLDS (7)	$11.50
RAL11422	CATOBLEPAS (1)	$11.50
RAL11423	PEGASUS (1)	$10.00
RAL11424	UNICORN (1)	$8.00
RAL11425	IMPERIAL MINOTAURS (3)	$12.50
RAL11426	ELEMENTALS: FIRE & EARTH	$12.50
RAL11427	ELEMENTALS: AIR & WATER	$12.50
RAL11428	YOUNG DRAGON OF KRYNN	$11.50
RAL11429	ARMORED WAR DOGS & MASTER	$11.50
RAL11430	PHASE SPIDER	$14.50
RAL11431	STORM GIANT W/SWORD (88mm)	$16.50
RAL11432	GOBLINS (5)	$13.50
RAL11433	GARGOYLES (2)	$9.00
RAL11434	GHOULS AND GHAST (3)	$9.00
RAL11435	RUST MONSTER (1)	$9.00
RAL11436	FROST GIANT-AXE & SHIELD (1)	$13.50
RAL11437	HARPIES (3)	$11.50
RAL11438	WIGHT (1)	$3.50
RAL11439	BASILISK (1)	$11.50
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	$16.50
RAL11441	HIPPOGRIFF (1)	$10.00
RAL11442	GIANT TOAD (1)	$6.50
RAL11443	SAHUAGIN W/HAND WPNS (4)	$11.50
RAL11444	TROGLODYTES (3)	$11.50
RAL11445	GRIFFON (1)	$10.00
RAL11446	ARMORED HOBGOBLINS (3)	$11.50
RAL11447	FIRE MINION W/FLAMING SWORD	$6.50
RAL11448	GNOMES W/HAND WEAPONS (5)	$11.50
RAL11449	WYVERN POUNCING (1)	$15.50
RAL11450	BEASTMEN (4)	$11.50
RAL11451	SATYR WITH SPEAR (1)	$3.50
RAL11452	GIANT SCORPION (1)	$9.00
RAL11453	CYCLOPS KIN IN FURS (3)	$11.50
RAL11454	EFREET AND JINN W/SCIMITARS	$13.50
RAL11455	GORGON CHARGING (1)	$9.00
RAL11456	MIMICS- BED,CHEST,BARREL (3)	$11.50
RAL11457	ORGS (3)	$12.50
RAL11458	DRAGGONNE	$10.00
RAL11459	SKRAG SEA TROLL	$8.00
RAL11460	MITES (6)	$11.50
RAL11461	LAMASU	$10.00
RAL11462	LAMIA	$4.50
RAL11463	KETCH (3)	$11.50
RAL11464	NAGA	$3.50
RAL11465	BONESNAPPER	$6.50
RAL11466	BLINK DOGS	$6.50
RAL11467	MINOTAUR	$6.50
RAL11468	TAERS	$11.00
RAL11469	SLIGS (3)	$11.50
RAL11470	MEDUSA (1)	$4.00
RAL11471	NECROPHIDIUS (1)	$4.00
RAL11472	ZOMBIES (3)	$9.00
RAL11473	GIANT RAT HORDES (2)	$8.50
RAL11474	SYLPH (1)	$3.50
RAL11475	LIZARDMEN (3)	$11.00
RAL11476	BEHOLDER KIN (2)	$12.50
RAL11477	MANTICORE (1)	$11.00
RAL11478	KENKU (1)	$11.00
RAL11479	BULETTE (1)	$11.00
RAL11480	LICH (1)	$4.00
RAL11481	OGRE W/CLUB (1)	$8.50
RAL11482	WHITE DRAGON	$12.50
RAL11483	ROCK PYTHON (1)	$9.00
RAL11484	FAIRIE (1)	$3.50
RAL11485	GREEN SLIME (1)	$8.00
RAL11486	BUGBEARS & KOBOLD (3)	$9.00
RAL11487	HOBGOBLIN JAILER & GUARDS	$9.00
RAL11488	CYCLOPS (1)	$20.00
RAL11489	FIREKIN (1)	$4.75
RAL11490	GITHYANKI (3)	$12.50
RAL11491	SAHUAGIN II (3)	$12.50
RAL11492	YUAN TI (3)	$11.50
RAL11493	SHAMBLING MOUND (1)	$9.00
RAL11494	WEMIC (2)	$11.50
RAL11495	KIRIN (1)	$9.00
RAL11496	SKELETAL GIANT	$12.50
RAL11497	XORN	$5.00
RAL11498	CAVE FISHER	$5.00
RAL11499	WERERAT IN 3 STAGES	$10.00
RAL11500	CRYPT THING (1)	$3.50
RAL11501	HELL HOUNDS (2)	$10.00
RAL11502	DEATH KNIGHT (1)	$3.50
RAL11503	MOUNTAIN GIANT (1)	$12.50
RAL11504	REMORHAZ (1)	$27.00
RAL11505	ILLITHID (1)	$3.50
RAL11506	HOOK HORROR (1)	$7.00
RAL11507	DEATH DOGS (2)	$8.50
RAL11508	GITHZERAI (3)	$10.00
RAL11509	ETTERCAPS (3)	$10.00
RAL11510	RAKSHASA (1)	$4.25
RAL11511	MOLDMEN (7)	$11.50
RAL11512	MEDUSAE (M & F)	$7.50
RAL11513	GREATER YUGOLOTH GUARDIAN	$11.50
RAL11514	LARGE SPIDERS (2)	$7.50
RAL11515	GIANT SPIDER (1)	$13.50
RAL11516	GRIMLOCKS (4)	$13.00
RAL11527P	FIRE & EARTH ELEMENTALS (2 resin)	$10.95
RAL11528P	AIR & WATER ELEMENTALS (2 resin)	$10.95
RAL11576	GOLD DRAGON (1)	$16.50
RAL11577	RED DRAGON (1)	$16.50
RAL11578	BRONZE DRAGON (1)	$17.50
RAL11579	AMETHYST DRAGON (1)	$17.50
RAL11580	BLACK DRAGON (1)	$17.00
RAL11581	TOPAZ DRAGON (1)	$17.00

AD&D Ravenloft

Blisters with () 25mm figures.

RAL11101	WEREBATS (3)	$9.00
RAL11102	GREATER MUMMY (4)	$11.50
RAL11108	GREAT WHITE STAG (1)	$6.50
RAL11114	WOLFWERES (4)	$13.50
RAL11115	ZOMBIE LORD & LACKEYS	$9.00
RAL11116	RATK UBEL (1)	$3.50
RAL11117	MAN WOLF (1)	$3.50
RAL11118	NATALIA VORSHKOVA (1)	$3.50
RAL11119	VAMPIRES (3)	$9.00
RAL11120	LAB WORK TABLES & WARES	$10.00
RAL11121	ASSORTED LIFE ENERGIZES	$10.00
RAL11122	FRANTISK MARKOV (1)	$3.50
RAL11123	IVANA BORITSI (1)	$3.50
RAL11124	ALFRED TIMOTHY (1)	$3.50
RAL11125	WITCHES (3)	$9.00

AD&D Planescape

Blisters with () 25mm figures.

RAL11600	FACTOL OF MERCYKILLERS (1)	$3.50
RAL11601	FACTOL OF MERCYKILLERS (1)	$3.50
RAL11602	FACTOL LHAR/BLEAK CABAL (1)	$3.50
RAL11603	FACTOL DARIUS - SIGNERS	$3.50
RAL11604	LEI KUNG - POWER OF LAW	$7.50
RAL11605	THOR - NORSE POWER OF CHAOS	$4.25
RAL11606	FACTOL KORAN OF CHAOS	$4.25
RAL11607	MASK (1)	$4.50
RAL11608	FREYA (GODDESS)	$4.50
RAL11620	TRANSCENDENT ORDER PCS (2)	$7.00
RAL11621	XAOSITECITS PCS (2)	$7.00
RAL11622	FREE LEAGUE BARIAUR	$7.00
RAL11623	MERCY KILLERS (2)	$7.00
RAL11624	ANARCHISTS OF REV LEAG	$7.50
RAL11625	INCANTIFERS (MALE & FEMALE)(2)	$7.50
RAL11626	AASIMAR (MALE & FEMALE)(2)	$7.50
RAL11640	GREATER GELUGON (1)	$12.50
RAL11643	ERINYE (1)	$3.50
RAL11644	LESSER TANARR'RI/ARMAN	$14.50
RAL11645	LESSER BAATEZU/HAMATULA	$12.50
RAL11646	MARUT	$12.50
RAL11647	CORNUGON	$8.00
RAL11648	PIT FIEND	$13.50
RAL11649	CHASME	$9.00

11-623
Mercykillers

11-644
Lesser Tanar'ri - Armanites

AD&D Dark Sun

Blisters with () 25mm figures.

RAL11704	CLIFF GLIDER DARK SUN	$15.50
RAL11706	TEMBO DARK SUN	$6.50
RAL11708	DARK SUN FEMALE GLADIATORS (3)	$9.00

AD&D Boxed Sets

Each with () 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	$38.00
RAL10501	DRACONIANS (10)	$34.00
RAL10502	HEROES OF THE LANCE (10)	$30.00
RAL10503	HUMA'S SILVER DRAGON	$38.00
RAL10504	VILLAINS OF KYRNN (9)	$34.00
RAL10509	DUNGEON GAME MINIATURES (10)	$32.00
RAL10510	D&D BASIC HEROES (10)	$30.00
RAL10511	RAVENLOFT DENIZENS (10)	$30.00
RAL10512P	D&D MONSTERS (20 PLASTIC)	$60.00
RAL10513	DRAGONSTRIKE DELUXE	$38.00
RAL10514	DRAGON MOUNTAIN	$40.00
RAL10515	CASTLE FORLORN RAVENLOFT	$32.00
RAL10517	DR MORDENHEIMS LABORATORY	$32.00
RAL10519	PLANESCAPE DENIZENS	$40.00
RAL10520	POWERS OF CHAOS PLANESCAPE	$35.00
RAL10521	POWERS OF LAW PLANESCAPE	$35.00
RAL10523	BIRTHRIGHT ABOMINATIONS	$45.00
RAL10540	DARK SUN CHARACTERS (20)	$69.95
RAL10541	DARK SUN LIGHT CHARIOT	$29.95
RAL10550	HEROES OF FORGOTTN REALMS(10)	$29.95
RAL10551	DROW ELVES OF MENZOBRRZN (10)	$31.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10562	GREY BLOSSOM REGIMENT (26)	$53.95

	Mtd Hero,sohei,24 bushi	
RAL10565	LORD HARCOURTS KNIGHTS (20)	$53.95
	Lord,cleric,6 mtd knights,12 longbowmen	
RAL10566	LORD SOTHS CHARGE (13)	$53.95
	Lord Soth & 12 Skelet on Mtd Knights	
RAL11853	IRON LORDS DWARF GUARD (6)	$12.95
RAL11854	IRON LORDS DWARF XBOWMEN (6)	$12.95
RAL11855	IRON LORDS DWARF INFANTRY (6)	$12.95
RAL11857	HORDE HEAVY CAVALRY (3)	$14.50
RAL11858	HORDE LIGHT CAVALRY (3)	$13.50
RAL11859	OGRE MARAUDERS (3)	$14.50
RAL11860	GNOLL RAIDERS (6)	$14.50
RAL11861	GNOLL LEADER & FLIND (2)	$7.00

Battlesystem 15mm Army Packs

Blisters with ( ) true 15mm figures.

RAL11906	CORMYR MILITIA (13)	$11.50
RAL11907	WAR ELEPHANT (1)	$14.95
RAL11933	IRON DWARF BALLISTA	$14.95
RAL11953	HOBGOBLINS OF DRGNSPR (13)	$11.50
RAL11954	TROLLS MERC COMPANY (7)	$11.50
RAL11955	VILLAINS OF F.REALMS (5)	$11.50
RAL11960	DROW FEMALE ELITE ON FOOT	$10.50
RAL11961	DROW ELF CROSSBOWMEN	$10.50
RAL11962	DROW ELF LIZARD RIDERS	$11.50
RAL11992	MINDUGUPLH COMPANY GIFF	$10.50
RAL11993	MINDUGUPLH COMPANY WEMIC	$11.50
RAL11994	MINDUGUPLH COMPANY KENKU	$10.50

FANTASY PERSONALITIES

Blisters with 1 - 4 25mm figures.

RAL01001	EVIL WIZARD W/FINGER (1)	$3.50
RAL01003	BALROG (1)	$8.95
RAL01004	CLERIC W/COBRA STAFF (1)	$3.50
RAL01007	WINGED SERPENT (1)	$6.50
RAL01010	HILL TROLL (1)	$6.50
RAL01011	ANGEL	$6.50
RAL01019	ANGEL OF DEATH W/SCYTHE	$7.50
RAL01027	RANGERS, MTD & ON FOOT	$9.95
RAL01030	WRAITH WITH SICKLE	$3.50
RAL01035	LAND DRAGON W/LANCER	$9.95
RAL01037	MONK	$3.50
RAL01038	WINGED PANTHER (1)	$8.50
RAL01045	EARTH DAEMON (ELEMENTAL)	$9.95
RAL01047	ARMORED CENTAUR W/BOW & SPR	$7.50
RAL01051	GRIFFIN	$7.50
RAL01060	DUNGEON LADY (1)	$3.50
RAL01067	ARMORED GIANT W/BALL & CHAIN	$9.95
RAL01068	DRAGON BOXED	$16.50
RAL01069	DJINN (1)	$8.95
RAL01071	UNICORN WITH MTD VIRGIN	$7.50
RAL01072	COLD DRAKE	$16.50
RAL01083	WAR DRAGON BOXED	$18.95
RAL01089	WITCH KING ON CHARGER	$9.95
RAL01090	STORM GIANT WITH AXE	$9.95
RAL01091	MTD ELF HERO IN PLATE	$9.95
RAL01093	ANTI-PALADIN MTD & FOOT	$9.95
RAL01095	JABBERWOCK (1)	$9.95
RAL01096	HIPPOGRIFF (1)	$8.50
RAL01105	3 HEADED TROLL	$9.95
RAL01106	HALF ELVES (4)	$11.50
RAL01109	CLOUD GIANT WITH CLUB	$15.50
RAL01112	PALADIN MTD IN PLATE ARMOR	$10.95
RAL01114	THIEVES (4)	$11.50
RAL01124	WARRIORS OF CHAOS (4)	$11.50
RAL01125	MTD CHAOS CHAMPION W/AXE	$9.95
RAL01126	MTD CHAOS LORD W/SWORD	$9.95
RAL01128	BRIGANDS TREASURE CARAVAN	$17.50
RAL01129	CELESTIAL DRAGON	$17.95
RAL01132	CHAOTIC ONES (2)	$6.50
RAL01133	GUARDIANS OF DOOM (2)	$6.50
RAL01134	LAWFUL FIGHTING COMPANIONS (2)	$6.50
RAL01135	LAWFUL SWORDMASTERS (2)	$6.50
RAL01136	CHAOTIC DOOM KNIGHTS (2)	$8.50
RAL01137	CHAOTIC SKULL KNIGHTS (2)	$6.50
RAL01138	BLACK DRAGON	$17.95
RAL01139	BLUE DRAGON	$17.50
RAL01140	UNDEAD DRAGON	$17.95
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50
RAL01146	FOREST DRAGON	$17.50
RAL01147	BOARAK DEATH RIDER (1)	$7.50
RAL01148	PERFIDON KNIGHT OF CHAOS LORDS	$7.50
RAL01149	ESCHEATER THE COLLECTOR (1)	$7.50
RAL01150	SOLECISMIC, SERVANT OF CHAOS	$8.50
RAL01151	SEA DRAGON	$17.50
RAL01155	GIANT GRIFFON (1)	$11.95
RAL01159	ELITE ARMOURED DWARF GUARDS	$6.50
RAL01160	ORC WAR CHIEFTAINS (2)	$6.50
RAL01162	EVIL CRIMSON DRAGON (1)	$15.50
RAL01163	FIRE DRAKE (1)	$15.50
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	$9.50
RAL01165	DANCING GIRLS (3)	$9.50
RAL01171	WHITE WORM (1)	$17.50
RAL01172	HIGHLAND DRAGON & CONSORT	$18.50
RAL01173	SORCERESS OF PAL WITH BEARER	$15.00
RAL01174	BARBARIAN DWARVES	$11.00
RAL01175	NUADHA SILVERHAND	$8.50
RAL01313	TROLL GIANT WITH STONE AXE	$10.95
RAL01314	BRASS DRAGON	$17.50
RAL01401	WHITE WIZARD	$9.95
RAL01402	CARN, WARRIOR/MAGE	$9.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	$9.95
RAL01404	LEONARA, WARRIOR CHAMPION	$9.95
RAL01405	CZARCHON, WITCH KING	$9.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$9.95
RAL01407	PALADIN MTD W/SWORD & SHLD	$9.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$9.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$3.50
RAL01602	ORC KING W/SWORD (1)	$3.50
RAL01603	NECROMANCER W/WAND (1)	$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$4.50
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$3.50
RAL01712	VELOCIRAPTORS (DINOSAURS)	$13.50

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$9.00
RAL01316	RANGER PLAYER CHARACTER (3)	$9.00
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$9.00
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$9.00
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$9.00
RAL01320	PALADIN PLAYER CHARACTER (3)	$9.00
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$9.00
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$9.00
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$9.00
RAL01324	ELF FIGHTER (3 STAGE) (3)	$9.00
RAL01325	DRUID (3 STAGE) (3)	$9.00
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$9.00
RAL01328	ANTI-PALADIN (3)	$9.00
RAL01329	ELF FIGHTER/MAGE (3)	$9.00
RAL01330	FIGHTER W/AXE (3)	$9.00
RAL01331	ILLUSIONISTS (3)	$9.00
RAL01332	FEMALE FIGHTERS (3)	$9.00
RAL01333	WIZARD MAGE W/STAFF (3)	$9.00
RAL01334	GNOME ILLUSIONIST (3)	$9.00
RAL01335	ANTI-HERO (3)	$9.00
RAL01336	NINJA PLAYER CHARACTER (3)	$9.00
RAL01337	FEMALE MAGIC USER (3)	$9.00
RAL01338	EVIL SHAMAN PLAYER CHARACTER 3	$9.00
RAL01339	DROW ELF PLAYER CHARACTER (3)	$9.00

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02004	WOOD ELF W/PIKE	$12.50
RAL02005	WOOD ELF CAVALRY W/SPEAR	$12.50
RAL02006	SEA ELF W/PIKE	$12.50
RAL02007	SEA ELF ADVANCING	$12.50
RAL02009	HIGH ELF W/AXE	$12.50
RAL02016	HIGH ELF CAVALRY W/SWORD	$12.50
RAL02017	STAR BROWS SELECT	$12.50
RAL02021	DEEP ELF FIRING BOW	$12.50
RAL02023	DEEP ELF W/HALBERD	$12.50
RAL02025	DEEP ELF CAVALRY W/LANCE	$12.50
RAL02029	MOUNTED HALFLINGS (4)	$12.50
RAL02030	DWARVEN ENGINEERS (6)	$12.50
RAL02031	DWARVEN AXEMEN (6)	$12.50
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$12.50
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$12.50
RAL02034	DWARVEN CAVALRY (3)	$12.50
RAL02035	DWARVEN ARQUEBUSIERS (6)	$12.50
RAL02036	DWARF W/HAMMER (6)	$12.50
RAL02037	DWARVEN SWORDSMEN (6)	$12.50
RAL02038	DWARF W/CROSSBOW (6)	$12.50
RAL02039	DWARVEN COMMAND (4)	$12.50
RAL02040	SKELETON COMMAND	$12.50
RAL02041	MOUNTED SKELETON KNIGHT	$12.50
RAL02042	SKELETAL KNIGHT	$12.50
RAL02043	SKELETAL ARCHERS	$12.50
RAL02044	ASSTD SKELETAL MELEE TROOPS	$12.50
RAL02045	DEALERS OF DEVASTATION	$12.50
RAL02046	DEALERS DEVASTATION COMMAND	$12.50
RAL02049	GOBLIN COMMAND (4)	$12.50
RAL02050	MIXED IMP SKIRMISHERS	$12.50
RAL02051	GOBLIN SPEARMEN (6)	$12.50
RAL02052	GOBLIN SWORDSMEN (6)	$12.50
RAL02053	GOBLIN ARCHERS (6)	$12.50
RAL02054	GOBLIN BERSERKERS (6)	$12.50
RAL02055	RATLING SKIRMSIHERS (6)	$12.50
RAL02056	RATLING ASSAULT TROOPS (6)	$12.50
RAL02057	RATLING COMMAND (6)	$12.50
RAL02058	FANGS OF FURY (6)	$12.50
RAL02059	FANGS OF FURY COMMAND	$12.50
RAL02065	LESSER ORC MELEE TROOPS	$12.50
RAL02070	MIXED ORC SPEARMEN (6)	$12.50
RAL02072	MIXED ORC SWORDMEN (6)	$12.50
RAL02073	KORGS KILLERS (6 ORCS)	$12.50
RAL02077	ORC ARCHERS (6)	$12.50
RAL02078	WAR MACHINE	$49.95
RAL02079	ORC COMMAND GROUP	$12.50
RAL02080	ORC LEGIONARIES (6)	$12.50
RAL02081	ORC HEAVY LEGIONARIES (6)	$12.50
RAL02082	ORC AUXILIARY ARCHERS (6)	$12.50
RAL02083	ORC GLADIATOR AUXILIARIES (6)	$12.50
RAL02084	ORC LEADER & GUARDS (5)	$12.50
RAL02085	WILD ORC ARCHERS (6)	$13.50
RAL02088	WILD ORC SPEARMEN (6)	$13.50
RAL02090	WILD ORC COMMAND (4)	$13.50
RAL02093	WOLF RIDERS MIXED	$12.50
RAL02094	WOLF RIDERS & WOLF	$12.50
RAL02095	CENTAUR SKIRMISHERS	$12.50
RAL02097	STEEL WIND CENTAURS	$12.50
RAL02098	ARMORED CENTAURS	$12.50
RAL02103	CHAOTIC WARRIORS (6)	$12.50
RAL02104	WARRIORS OF CHAOS(6)	$12.50
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$12.50
RAL02106	CHAOS WARRIOR CAVALRY (3)	$12.50
RAL02107	CHAOS PIKEMEN (6)	$12.50
RAL02110	LORD GOODWINS COMMAND (4)	$12.50
RAL02111	KNIGHTS OF JUSTICE (3)	$12.50
RAL02112	LANCERS OF JUSTICE (3)	$12.50
RAL02113	LEGION OF JUSTICE ARCHERS (6)	$12.50
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	$12.50
RAL02120	BUNNY RABBIT COMMAND GROUP (4)	$13.50
RAL02121	BUNNY RABBIT STICKERS (SPEARS) (6)	$13.50
RAL02122	BUNNY RABBIT CHOPPERS (AXES) (6)	$13.50
RAL02123	BUNNY RABBIT THRASHERS (SWORDS) (6)	$13.50
RAL02124	BUNNY RABBIT SHOOTERS (BOWS) (6)	$13.50
RAL02130	DAE-SHIRU COMMAND	$12.50
RAL02131	DAE-SHIRU SKIRMISHERS	$12.50
RAL02132	DAE-SHIRU REGULARS	$13.00
RAL02140	TROLL SHAMAN & LEADER (2)	$13.00
RAL02141	TROLL STANDARD BEARER (2)	$13.00
RAL02142	TROLL ROCK THROWERS (3)	$13.00
RAL02143	TROLL HEAVY INFANTRY (2)	$13.00
RAL02144	TROLL LIGHT INFANTRY (3)	$13.00
RAL02150	OGRE CHAMPION & HERALS	$15.50
RAL02151	OGRE GUARDSMEN (2)	$15.50
RAL02164	TROLL CATAPULT & LOADER	$13.00
RAL02161	DWARF BOMBARD & (3) CREW	$12.50
RAL02162	DWARF FLMRTHR & (4) CREW	$18.50
RAL02163	DWARF CATAPLT & (3) CREW	$18.50

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW (1)	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50
RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02310	FEMALE FIGHER W/ROUND SHIELD	$3.50
RAL02311	CAVALIER KNIGHT	$3.50
RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50
RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02336	ROGUE THIEF	$3.50
RAL02337	FEMALE ADVENTURER THIEF (1)	$3.50
RAL02338	ELVEN THIEF (1)	$3.50
RAL02339	FEMALE CUTPURSE (1)	$3.50
RAL02340	BEGGAR THIEF (1)	$3.50
RAL02351	WIZARD W/STAFF	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02353	ILLUSIONIST CONJURING	$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02355	WIZARD W/RUNESWORD	$3.50
RAL02356	FEMALE MAGIC USER	$3.50
RAL02371	CLERIC W/BALL & CHAIN	$3.50
RAL02372	ARMORED CLERIC	$3.50
RAL02373	DRUID	$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$3.50
RAL02376	FEMALE CLERIC	$3.50
RAL02391	BARD	$3.50

02-305
Fighter w/Assorted Weapons

02-355
Wizard

FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

RAL02401	GREAT FIRE DRAGON	$18.00
RAL02403	WERETIGER	$4.50
RAL02404	GARGOYLE	$4.50
RAL02405	DEMON	$4.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$4.50
RAL02407	HELL HOUNDS (3)	$9.00
RAL02408	LION CENTAURS	$9.00
RAL02412	RATLINGS	$11.50
RAL02415	TROLLS	$11.50
RAL02416	ARMORED OGRES	$11.50
RAL02417	TREE SHEPHERD	$15.50
RAL02418	GREATER CAT LORD	$8.50
RAL02419	GUARDIAN DRAGON (1)	$11.00

ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	$12.50
RAL02501	BARTENER, BOUNCER, 2 BARMAIDS	$12.50
RAL02502	ORC LORD ON THRONE W/SERVANT	$14.00
RAL02503	EVIL TOAD ON PEDESTAL & MINIONS	$16.50
RAL02504	HEADHUNTERS (4)	$12.50
RAL02505	PIRATES & SAILORS (4)	$12.50
RAL02506	BEGGARS (4)	$12.50
RAL02507	3 LADIES ESCORTED BY A HERO	$12.50
RAL02508	WOLF PACK (7)	$15.50
RAL02509	FAMILIERS (lots and lots of 'em!)	$9.75
RAL02510	TOWN GUARD (5)	$14.50
RAL02511	3 MOUNTED WEALTHY TRAVELLERS	$14.50
RAL02512	NOBLE'S COAH (Inc. 2 horses, coach, etc)	$19.00
RAL02513	SKELETAL HUNTER WITH PACK HOUNDS	$12.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02901	HYDRA SMALL	$9.95
RAL02902	FEMALE GIANT	$11.50
RAL02903	ARMORED CENTAURS MALE & FEM	$11.50
RAL02908	MANTICORE	$9.95
RAL02909	UNICORN	$6.50
RAL02910	LIONS (MALE & FEMALE)	$6.50
RAL02911	ATTACK DOGS	$6.50
RAL02912	GIANT RATS	$6.50
RAL02922	GNOMES	$8.95
RAL02925	RANGERS (3)	$8.95
RAL02927	FEMALE WARRIORS	$8.95
RAL02928	WYVERN	$11.50
RAL02929	GNOLES (4)	$11.50
RAL02931	FIGHTING PALADIN	$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	$3.50
RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$11.50
RAL02936	ARMORED MINOTAUR W/SWORD	$9.00
RAL02937	FIGHTING PEGASUS	$11.00
RAL02938	SKELETON WARRIORS	$14.00
RAL02939	GNOLL CHAMPION, HENCHBEASTS	$9.00
RAL02940	SKELETAL GIANT	$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	$17.50
RAL02942	BARBARIANS (3)	$9.00
RAL02943	ARMORED OGRE	$7.50
RAL02944	DRAGONMEN	$10.00
RAL02945	SABRETOOTH	$4.50
RAL02948	ARCHERS (3)	$9.00
RAL02949	GREY WIZARD	$3.50
RAL02950	UNDEAD NINJA	$3.50
RAL02951	KI-RIN	$6.00
RAL02952	SKELETAL BEASTMEN (4)	$11.50
RAL02953	WARCAT W/GNOLL RIDER	$7.50
RAL02954	WINGED DEMON LORD	$11.50

RAL02955	EVIL DRAGON	$17.50
RAL02956	GIANT MINOTAUR/BEASTMAN	$12.50
RAL02957	HOBGOBLINS (4)	$11.50
RAL02958	FAMILIARS (MULTIPLE)	$3.50
RAL02959	FEMALE ADVENTURERS (3)	$9.00
RAL02960	HOBGOBLIN BOAR & RIDERS	$11.50
RAL02961	GOATMEN	$11.50
RAL02962	COCKATRICE	$3.50
RAL02963	FEMALE MAGIC USERS	$9.00
RAL02964	HIPPOGRIFF	$9.00
RAL02965	MOUNTED SPECTRE	$7.50
RAL02966	HALF ELF ADVENTURER	$10.00
RAL02967	BALROG	$11.50
RAL02968	CENTAUR ADVENTURS MALE & FEM	$10.00
RAL02969	FEMALE PALADIN & ARMRD UNICORN	$10.00

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA	$17.50
RAL10210	GUARDIAN DRAGON	$24.00
RAL10309	SKELETAL LEGIONS OF LICHE KING	$28.00
RAL10310	SILVER AND STEEL (10 FEMALES)	$30.00
RAL10311	LARRY ELMORE's WARBAND	$35.00
RAL10320	TITANS OF TERROR BOXED SET	$38.00
RAL10412	RAL, LORD OF THE BALROGS	$38.00
RAL10414	WARLORDS	$28.00
RAL10416	DUELING DRAGONS	$50.00

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON BOXED SET Huge dragon with lancer.	$36.00
RAL10420	CLUTCH OF FEAR COLLECTOR SET Dragon eating two thieves stealing her eggs.	$42.00
RAL10450	ANTAGONISTS BOXED SET Black dragon verses pegasus.	$54.00
RAL10451P	BRIDGE OF SORROWS Clash against a dragon involving a bridge.	$60.00
RAL10452P	THE CONFLICT White & Black Dragons locked in aerial combat.	$99.00
RAL10460	BLACK DRAGON / FIRE & DARKNESS	$36.00
RAL10461	FEARLESS FROST DRAGON	$36.00
RAL10462P	RIDING THE WIND TO VALHALLA Dwarves with gatlings riding a dragon.	$50.00
RAL10463P	T-CHAR DRAGON, FIRE,FURY,DOOM	$40.00
RAL10464	NIDDHOGG THE WYRM	$40.00
RAL10465	DURINS DOOM Dragon about to eat some dwarves.	$50.00
RAL10602	MTD HERO FIGHTING GIANT From Larry Elmore's Painting	$65.00
RAL10603	AVALYNE THE HEALER VIGNETTE From Larry Elmore's Painting	$99.00
RAL01504	TAKHISIS - CHROMATIC DRAGON A stunning model of the famous AD&D dragon	$119.00
RAL01505	DRACOLICH - TSR'S UNDEAD DRAGON	$99.00

A stunning limited edition model of an undead dragon, made of pewter.

RAL PARTHA IMPORTS

Blisters with 1 or () 25mm metal figures.

RAL23621	DWARF WITH RUNE-SPANNER	$1.50
RAL23622	CAT BURGLAR	$1.50
RAL31001	LORD OF DARKNESS	$4.50
RAL31002	WRAITH RIDER ON WINGED MOUNT	$11.50
RAL31003	GHOST	$3.50
RAL31009	MUMMY	$3.50
RAL31012	GIANT HALF TROLL CHAMPION	$11.50
RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
RAL31016	DRUID & BEAR	$6.50
RAL31017	DEMON BEAST	$12.00
RAL31021	EAGLE	$6.00
RAL31022	WRAITH W/FLAMING SWORD	$3.50
RAL31024	GREATER ANIMALS (6)	$13.50
RAL31025	LESSER ANIMALS (7)	$13.50
RAL31026	WYVERN	$11.50
RAL31027	UNICORN	$4.50
RAL31028	ARMORED CLOUD GIANT	$12.50
RAL31030	HUNTRESS AND HUNTER DRAGON	$11.50
RAL32003	ROBIN HOOD	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.00
RAL32010	EIGHT TREASURE ITEMS	$6.50
RAL32011	TAVERN BED	$5.50
RAL32012	TAVERN CHEST	$5.50
RAL32013	BARREL CHAIRS (2)	$5.50
RAL32016	GLADIATORS	$6.50

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

RAL61001	FIGHTER IN PLATE MAIL & SWORD	$3.50
RAL61002	WIZARD WITH STAFF	$3.50
RAL61003	CLERIC WITH MACE	$3.50
RAL61006	BARD W/SWORD & LUTE	$3.50
RAL61007	MONK W/STAFF	$3.50
RAL61008	RANGER W/SWORD & BOW	$3.50
RAL61009	BARBARIAN CHOPPING W/2H SWORD	$3.50
RAL61010	PALADIN W/SWORD	$3.50
RAL61011	ILLUSIONIST W/STAFF	$3.50
RAL61012	NINJA ASSASSIN W/SWORD	$3.50
RAL61014	ELVEN HERO W/SWORD	$3.50
RAL61016	FEMALE WIZARD W/DAGGER & STAFF	$3.50
RAL61017	FEMALE THIEF W/DAGGER & SACK	$3.50
RAL61018	FEMALE CLERIC W/MACE	$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	$3.50
RAL61020	HOURI W/DAGGER	$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	$3.50
RAL61022	EVIL CLERIC	$3.50
RAL61023	EVIL PRINCESS	$3.50
RAL61026	FIGHTER W/CHAINMAIL	$3.50
RAL61027	AMAZON W/SWORD	$3.50
RAL61029	DWARF CHAMPION W/AXE	$3.50
RAL61030	FEMALE RANGER	$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	$3.50
RAL61034	GNOME WARRIOR THIEF	$3.50
RAL61038	NINJA PERSONALITY W/SWORD	$3.50
RAL61042	FEMALE PALADIN IN PLATE W/MACE	$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	$3.50
RAL61046	MAILED WARRIOR DUNGEONEER	$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	$3.50
RAL61048	SWASHBUCKLER THIEF	$3.50
RAL61050	THIEF W/LONGSWORD IN AMBUSH	$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	$3.50
RAL61052	DUELLIST W/2 SWORDS	$3.50
RAL61053	TORQUEMADA, CHAOS CONQUEROR	$3.50
RAL61054	ZORA, GYPSY SORCERER	$3.50
RAL61055	BRAN MAC, KING OF THE PICTS	$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	$3.50
RAL61058	DARLENE, WARRIORESS OF LIGHT	$3.50
RAL61059	MELORIAN, RADIANT ADVENTURESS	$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	$3.50
RAL61066	HERCULES	$3.50
RAL61067	HEROIC WIZARD	$3.50
RAL61068	QUEEN OF EVIL	$3.50
RAL61069	JUNGLE LORD	$3.50
RAL61070	GALLINIR ELF KNIGHT	$3.50
RAL61071	OBESS THE EXTREMELY ROTUND	$3.50
RAL61072	DWARF STORMTROOPER	$3.50
RAL61073	ROEG BARABARIAN PRINCE	$3.50
RAL61074	ELLANA, DRAGONMISTRESS	$3.50
RAL61075	HOGAR ARMORED HALFLING	$3.50
RAL61076	KIERAN MALE PITFIGHTER	$3.50
RAL61077	KATARO FEMALE PITFIGHTER	$3.50
RAL61078	SARLON DARK ELF WARRIOR	$3.50
RAL61079	DENATALE YOUNG WANDERING WIZ	$3.50
RAL61080	SIR MICHAEL - BOLD CAVALIER	$3.50
RAL61081	CHI-LI YOUNG ENCHANTRESS	$3.50
RAL61082	DORNA WARRIOR QUEEN	$3.50
RAL61083	SURON-GYL DARK ELF PRINCESS	$3.50
RAL61084	NOEGU PITFIGHTER CHAMPION	$3.50
RAL61085	THORBAN DWARF CHAMPION	$3.50
RAL61086	LANAH, BARBARIAN PRINCESS	$3.50
RAL61087	ZACCAHRIUS CONNIVING CLERIC	$3.50
RAL61088	FREA KOOLBLADE SHIELD MAIDEN	$3.50
RAL61089	YOUNG PALADIN SIR GARTH	$3.50
RAL61090	ELF ADVENTURESS VIVANIA	$3.50
RAL61091	SAVAGE CHIEFTAIN MBONGA	$3.50
RAL61092	DRAGON SLAYER AMBERLYNN	$3.50
RAL61093	SWORDMISTRESS CIERA	$3.50
RAL61094	ENCHANTRESS ARIANNA	$3.50
RAL61095	ADVENTURING WIZARD ECHIBU	$3.50
RAL61096	ONE EYE JACK THE ROGUE	$3.50
RAL61097	CONSTANTINE THE ALCHEMIST	$3.50
RAL61098	ROTH THE JOURNEYMAN ADVENTURER	$3.50
RAL61099	MUSCAT THE WIZARD W/FAMILIAR	$3.50
RAL61100	CROSIER THE PRIEST	$3.50
RAL61101	CONSTANTINE ALCHEMIST	$3.50
RAL61102	ROTH, JOURNEYMAN	$3.50
RAL61103	MUSCAT, WIZARD	$3.50

WARHAMMER FANTASY

GAM WARHAMMER FANTASY BATTLES

This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. **$90.00**

CHRONICLES OF WAR

This great new boxed set contains a 144 page compilation of the best White Dwarf articles for Warhammer. You can brush up on tactics, read about war machines, there are six battle reports, and details of how to run your own Warhammer narrative campaign. Also are three ready to assemble full color card buildings for use in your games, and new magic items/cards. **$40.00**

WARHAMMER BATTLE MAGIC

A 1.8 kg boxed set detailing magic in the Warhammer Fantasy World. Includes rulebook, 36 card magic deck, 10 spell effect templates, 135 spell cards, warp tokens, card markers, and 111 magic items. **$60.00**

WARHAMMER ARCANE MAGIC

This box includes over 100 full color spell and magic item cards, many previously available only on paper, now presented on thick card. Spell cards include complete deck of 10 Necromantic spell cards, 3 Dark Elf magic cards, 10 Ice Magic spell cards, 10 Chaos Dwarf spell cards. Magic items include High Elf, dwarf, Orc & Goblin, Skaven, Undead and Empire. The Arcane Magic rulebook contains summaries and reference sheets for all magic items, spells and chaos rewards previously published. **$45.00**

WARHAMMER ARMIES: THE EMPIRE

1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. **$30.00**

WARHAMMER ARMIES: HIGH ELVES

The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc. **$30.00**

WARHAMMER ARMIES: ORCS & GOBLINS

The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobber, etc. **$30.00**

WARHAMMER ARMIES: DWARFS

Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. **$30.00**

WARHAMMER ARMIES: UNDEAD

With a detailed history of the Undead from the birth of Nagash, and the dreaded vampire Counts of Sylvania. The army lists include Vampire Counts, Wight Lords, Mummy Tomb Kings, Wraiths, Zombies, Screaming Skull Catapults, etc. Includes undead heroes, such as Nagash, Dieter Helsnicht the Doomlord, Arkhan the Black, Heinrich Kemmler the Lichemaster, etc. With complete rules for all undead creatures, 10 new magic cards, and a scenario. **$30.00**

WARHAMMER ARMIES: SKAVEN

A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warprfire thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc. Also includes painting guides. **$30.00**

WARHAMMER ARMIES: CHAOS

A boxed set with special rules to cover Chaos Gifts, Rewards, magic, mutations, spawn, and a complete army list for the Chaos Horde, with Chaos Warriors, Champions, Sorcerers, Beastmen, the powerful daemons, and special characters. With Chaos Army Book, 20 Chaos Reward Cards, 13 Magic Item Cards, 48 Chaos Gifts Cards, 10 Slaanesh Spell Cards, 10 Tzeentch Spell Cards, 10 Nurgle Spell Cards, 16 counters. **$45.00**

WARHAMMER ARMIES - DARK ELVES

The history of the Dark Elf race since the time of the Sundering, when Civil War divided the Dark Elves from their High Elf kind and drove the Witch King and his followers northwards to the Land of Chill. Including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Assassins, Scouts and their deadly reptillian war beasts the Cold Ones. The Special Characters section gives background and rules for some of the greatest heroes of the Dark Elf race - Hellebron Hag Queen, Shadowblade Master of the Assassins, and the Witch King. Rules are provided for the Dark Elf Repeater bolt thrower, and the Cauldron of Blood. **$30.00**

WARHAMMER ARMIES: CHAOS DWARFS

The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul empire of the Chaos Dwarfs lies deep inside the Dark Lands. Includes the complete Chaos Dwarf army list and rules for their unique characters, troops & war machines. **$30.00**

WARHAMMER ARMIES: WOOD ELVES

Contains an engrossing account of the origins and histories of the Wood Elves, of an invasion of their forest Loren by an orc horde, wars with the dwarves, their strong alliance and friendship with the Bretonnians, and war against the Skaven and Imperials. Includes rules for using Treemen, Forest Dragons, Great Eagles, Unicorns, and their magical King and Queen. **$30.00**

WARHAMMER ARMIES: BRETONNIAN

Perhaps the most colorful of any nation in Warhammer Fantasy Battles. Up to 50% !! of this army can include characters - mounted knights in full chainmail, great helms, and colorful tunics and horse caparasons, all emblazened with their heraldic designs. Features a full history of Bretonnia, details all their heroes, characters, and regiments, with painting guides, etc. Due Aug. **$30.00**

'EAVY METAL PAINTING GUIDE

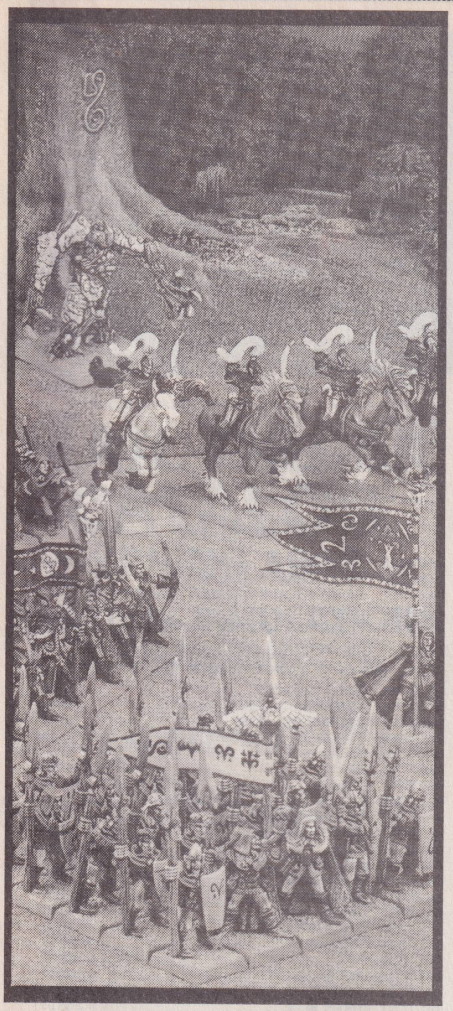
A complete painting guide from the Citadel team. All aspects of miniatures preparation and presentation are covered. There are many full color pages and diagrams on such subjects as: horses, faces, lots of fantasy & some sci-fi. **$24.00**

WARHAMMER ARMIES PAINTING GUIDE

This 'Eavy Metal painting guide is the essential reference for miniature painters, and is specially designed for painting large numbers of figures for armies. All the main races are included, with detailed stage by stage color photos showing how to paint your army. With special tips for painting unit leaders and character models. **$30.00**

Warhammer Fantasy Miniatures

	HIGH ELF ARMY 2000 point army - 60 pieces, including cavalry, infantry, artillery.	$345.00
	ORC & GOBLIN ARMY 2000 point army - Grom, Skarsnik, Shamen on Wyvern, 18 Orc Boyz Mob, 15 Orz Arrer Boyz, 14 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners.	$345.00
	UNDEAD ARMY 2000 point army - Dieter, Vampire Count, 6 Undead Cavalry, 20 Skeletons, 14 Zombies, 12 Ghouls, 2 Skull Chuckers, 2 Carrion, 2 Undead Chariots, banners.	$325.00
CIT0509	DARK ELF ARMY DEAL	$310.00
CIT0511	UNDEAD ARMY DEAL	$305.00
	SKAVEN BOXED SETS	
CIT0516	SKAVEN VERMIN LORD	$32.00
CIT0517	SKAVEN DOOMWHEEL	$47.00
CIT0839	SKAVEN SCREAMING BELL	$47.00
CIT0761	SKAVEN WARRIORS	$15.00
	SKAVEN BLISTERS	
CIT744015	SKAVEN WARRIORS	$15.00
CIT744039	BEASTMASTER	$15.00
CIT744503	SKAVEN CLANRATS	$15.50
CIT744510	SKAVEN COMMAND GROUP	$15.50
CIT744527	SKAVEN SLAVES	$15.50
CIT744534	STORMVERMIN	$15.50
CIT744541	SKAVEN PLAGUE MONKS	$15.50
CIT744558	SKAVEN GUTTER RUNNERS	$15.50
CIT744589	SKAVEN GLOBADIERS	$10.00
CIT744596	SKAVEN CENSOR BEARERS	$15.50
CIT744602	SKAVEN RAT OGRES	$19.00
CIT744619	CLAN MOULDER PACK MASTERS	$15.50
CIT744621	BONERIPPER	$20.00
CIT744626	DEATH MASTER SNIKCH	$15.50
CIT744633	SKROLK	$15.50
CIT744640	GREY SEER THANQUOL	$15.50
CIT744657	WARLORD QUEEK	$15.50
CIT744664	IKIT CLAW	$15.50
CIT744688	SKAVEN RAT SWARMS	$15.50
CIT744695	SKAVEN JEZZAIL	$15.50
CIT744701	SKAVEN WARP FIRE THROWER	$15.50
CIT744718	SKAVEN ASSASSINS	$12.50
CIT744729	SKAVEN WARLOCKS	$10.00
	UNDEAD BOXED SETS	
CIT0779	SKELETON WARRIORS	$15.00
CIT0780	SKELETON HORSEMEN	$15.00
CIT0781	UNDEAD CHARIOT	$15.00
CIT0518	NECROMANCER ON MANTICORE	$47.00
CIT0519	LICHE KINGS CHARIOT	$47.00
CIT0523	NAGASH	$32.00
CIT0524	ZOMBIE DRAGON	$46.00
	UNDEAD BLISTERS	
CIT745043	SKELETON ARCHERS	$15.00
CIT745050	SKELETON WARRIORS	$15.00
CIT745104	UNDEAD MUMMIES	$15.50
CIT745142	ZOMBIE COMMAND GROUP	$15.50
CIT745159	ZOMBIES	$15.50
CIT745166	SKELETON COMMAND GROUP	$15.50



CIT745173	WIGHTS	$15.50
CIT745180	UNDEAD WRAITHS	$15.50
CIT745197	SKELETON CAVALRY	$10.00
CIT745203	VAMPIRE LORD	$10.00
CIT745210	UNDEAD NECROMANCER	$10.00
CIT745222	HEINRICH KEMMLER	$15.50
CIT745227	GHOULS	$15.00
CIT745234	UNDEAD BATTLE BANNERS	$12.00
CIT745241	MOUNTED NECROMANCER	$12.50
CIT745258	ISABELLA VON CARSTEIN	$7.50
CIT745265	COUNT VLAD VON CARSTEIN	$7.50
CIT745272	HEINRICH KEMMLER	$15.50
CIT745340	GHOSTS	$10.00
CIT745359	VLAD & ISABELL VON CARST	$15.50
CIT745401	UNDEAD LORD KRELL	$15.50
CIT745425	NIGHT HORRORS	$15.00
CIT745678	SKULL CHUCKER	$19.00
CIT745814	PLAGUE CART	$15.00
CIT136309	UNDEAD TRANSFERS	$12.50

CHAOS BOXED SETS

CIT0525	CHAOS KNIGHTS	$32.00
CIT0529	ARBAAL THE UNDEFEATED	$43.00
CIT0533	EGRIMM VAN HORSTMANN	$73.00
CIT0528	AZHAG THE SLAUGHTERER	$62.00
CIT0782	CHAOS BEASTMEN WARRIORS	$15.00
CIT0787	CHAOS WARRIORS (10)	$15.00
CIT0788	CHAOS DWARF AXEMEN	$15.00

CHAOS BLISTERS

CIT730001	CHAOS BEASTMEN	$15.50
CIT730018	CHAOS BEASTMEN COMMAND	$15.50
CIT730025	BEASTMAN SHAMAN	$10.00
CIT730032	CHAOS DRAGON OGRES	$29.00
CIT730049	CHAOS KNIGHT HEROES	$12.50
CIT730056	CHAOS WARRIOR COMMAND	$10.00
CIT730063	FLESH HOUNDS OF KHORNE	$10.00
CIT730070	CHAOS BLOODLETTERS	$10.00
CIT730087	DAEMONETTES OF SLAANESSH	$10.00
CIT730094	CHAOS SORCERERS & FAMILIARS	$10.00
CIT730100	FLAMERS OF TZEENTCH	$10.00
CIT730117	SCYLLA CHAOS SPAWN	$15.50
CIT730129	PINK & BLUE HORRORS	$15.50
CIT730131	DAEMONETTES ON MOUNTS	$19.00
CIT730148	PLAGUEBEARERS	$15.50
CIT730155	FLYING DISC OF TZEENTCH	$12.50
CIT730162	AEKBOLD HELBRASS	$15.50
CIT730179	FIENDS OF SLAANESH	$15.50
CIT730186	BEAST OF NURGLE	$15.50
CIT730193	MOUNTED CHAOS KNIGHT	$12.50
CIT730216	CHAOS HARPY	$15.50
CIT731309	CHAMPIONS OF KHORNE	$15.50
CIT731429	CHAMPIONS OF SLAANESH	$15.50
CIT731558	CHAMPIONS OF TZEENTCH	$15.50
CIT731671	CHAMPIONS OF NURGLE	$15.50
CIT731954	CHAOS TENDERISER	$15.00
CIT731961	CHAOS WHIRLWIND	$15.00
CIT732012	CHAOS WARRIORS	$15.50
CIT732104	GREATER DAEMON OF KHORNE	$24.00
CIT732111	GREATER DAEMON OF TZEENTCH	$24.00
CIT732128	GREATER DAEMON OF SLAANESH	$24.00
CIT732135	GREATER DAEMON OF NURGLE	$24.00
CIT732319	NURGLINGS	$15.50
CIT006199	CHAOS TRANSFERS	$12.00
CIT888306	CHAOS BEASTMASTER	$15.00

HIGH ELF BOXED SETS

CIT0527	HIGH ELF DRAGON LORD	$62.00
CIT0754	HIGH ELF WARRIORS	$15.00
CIT0816	HIGH ELF REAVER KNIGHTS	$32.00
CIT0818	HIGH ELF SILVER HELMS	$32.00
CIT0822	HIGH ELF WAR GRIFFON	$47.00
CIT0825	HIGH ELF BATTLE CHARIOT	$32.00
CIT0830	HIGH ELF PEGASUS	$47.00
CIT0841	DRAGON PRINCES OF CALEDOR	$32.00

HIGH ELF BLISTERS

CIT756001	HIGH ELF SPEARMEN	$15.50
CIT756131	HIGH ELF COMMAND	$15.50
CIT756254	HIGH ELF BOWMEN	$15.50
CIT756377	SILVER HELMS	$10.00
CIT756384	SILVER HELMS CAPTAIN	$10.00
CIT756391	HIGH ELF SILVER HELMS STANDAR	$10.00
CIT756490	HIGH ELF BOLT THROWER	$19.00
CIT756520	TECLIS	$15.50
CIT756643	TYRION	$19.00
CIT756704	HIGH ELF PHOENIX GUARD	$19.00
CIT756759	DRAGON PRINCE HEROES	$12.50
CIT756766	HIGH ELF DRAGON PRINCE	$12.50
CIT756773	HIGH ELF REAVER KNIGHT	$10.00
CIT006083	HIGH ELF BANNERS	$12.00
CIT887093	DRAGON KNIGHT PRINCE HEROES	$9.00
CIT887507	WHITE LIONS OF CHRACE	$19.00
CIT887705	SWORDMASTERS OF HOETH	$15.50
CIT887804	SHADOW WARRIORS	$15.50
CIT887909	REAVER KNIGHT HEROES	$10.00

DARK ELF BOXED SETS

CIT0530	COLD ONE KNIGHTS	$43.00
CIT0531	DARK ELF DRAGONRIDER	$60.00
CIT0532	DARK ELF SORCERESS	$46.00
CIT0795	WARHAMMER DARK ELVES	$15.00

DARK ELF BLISTERS

CIT759002	DARK ELF SPEARMEN	$15.50
CIT759019	DARK ELF CROSSBOWS	$15.50
CIT759026	BLACK GUARD OF NAGGAROTH	$15.50
CIT759033	DARK ELF COMMAND	$15.50
CIT759040	DARK ELF WITCH ELVES	$15.50
CIT759057	DARK ELF TRANSFERS	$12.00
CIT759064	DARK ELF CORSAIRS	$15.50
CIT759071	DARK ELF COLD ONE	$12.50
CIT759088	DARK ELF BANNERS	$12.00
CIT759095	DARK ELF STANDARDS	$12.00
CIT759101	COLD ONE KNIGHT STANDARD	$15.50
CIT759118	COLD ONE KNIGHT CHAMPION	$15.50
CIT759125	DARK ELF REPEATING BOLT THROW	$19.00
CIT759132	DARK ELF GENERAL ON COLD ONE	$19.00
CIT759149	DARK ELF SORCERER	$10.00
CIT759156	DARK ELF ASSASSINS	$10.00

EMPIRE BOXED SETS

CIT0758	REGIMENT OF ALTDORF	$45.00
CIT0759	EMPIRE HALBERDIERS	$15.00
CIT0811	EMPIRE WAR WAGON	$60.00
CIT0812	EMPIRE STEAM TANK	$47.00
CIT0814	KNIGHTS OF THE WHITE WOLF	$32.00
CIT0815	KNIGHTS PANTHER	$32.00
CIT0817	IMPERIAL WAR ALTAR	$47.00
CIT0820	HEROES OF THE EMPIRE	$47.00
CIT0821	ELECTOR COUNTS	$47.00
CIT0826	IMPERIAL PEGASUS RIDER	$47.00
CIT0835	EMPEROR ON DEATHCLAW	$47.00

EMPIRE BLISTERS

CIT737050	MOUNTED GREY WIZARD	$10.00
CIT737071	MOUNTED WIZARDS MIXED	$10.00
CIT737147	KNIGHT OF THE BLAZING SUN	$10.00
CIT737154	GRANDMASTER OF THE BLAZING SU	$10.00
CIT737253	IMPERIAL STANDARDS	$10.00
CIT737376	IMPERIAL OUTRIDERS	$10.00
CIT737406	KISLEV HORSE ARCHERS	$10.00
CIT737413	KISLEV HORSE ARCHERS COMMAND	$10.00
CIT737536	KISLEV LANCERS	$10.00
CIT737543	KISLEV LANCERS COMMAND	$10.00
CIT737637	WHITE WOLF STANDARD BEARER	$10.00
CIT737659	KNIGHTS OF THE WHITE WOLF	$10.00
CIT737666	GRANDMASTER WHITE WOLVES	$10.00
CIT737673	KNIGHTS WHITE WOLF STANDARD	$10.00
CIT737765	IMPERIAL PISTOLIERS	$10.00
CIT737888	REIKSGUARD KNIGHTS	$10.00
CIT737920	GREY BATTLE WIZARDD	$10.00
CIT737949	MOUNTED EMPIRE WIZARDS	$10.00
CIT737970	MIXED EMPIRE WIZARDS	$7.50
CIT738236	ICE QUEEN OF KISLEV	$10.00
CIT738359	IMPERIAL MORTAR	$19.00
CIT738472	IMPERIAL GREATSWORD	$15.50
CIT738502	BORIS TODBRINGER	$15.50
CIT738519	ALDERBRAND LUDENHOF	$15.50
CIT738526	VALMIR VON RAUKOV	$15.50
CIT738533	MARIUS LEITDORF	$15.50
CIT738540	REIKSMARSHALL KURT HELBOR	$15.50
CIT738557	SUPREME PATRIARCH	$15.50
CIT738564	LUDWIG SWARTZHELM	$15.50
CIT738632	KNIGHTS PANTHER	$10.00
CIT738649	GRANDMASTER - KNIGHT PANTHERS	$10.00
CIT738656	KNIGHTS PANTHER	$10.00
CIT738878	IMPERIAL HALFLING TROOPS	$15.50
CIT738885	HALFLING HOT POT	$15.50
CIT738991	IMPERIAL VOLLEY GUN	$24.00
CIT739066	IMPERIAL FOOT SOLDIERS	$15.50
CIT739196	IMPERIAL COMMAND GROUP	$15.50
CIT739219	ARCHERS	$15.50
CIT739455	IMPERIAL REIKSGARD	$15.50
CIT739585	IMPERIAL HALBERDIERS	$15.50
CIT739608	IMPERIAL HANDGUNNERS	$15.50
CIT739721	GREAT CANNON	$29.00
CIT739844	TILEAN CROSSBOWMEN	$15.50
CIT739851	IMPERIAL FLAGELLANTS	$15.50
CIT741267	BRETTONIAN MTD MEN-AT-ARMS	$9.00

ORC & GOBBO BOXED SETS

CIT0823	ORC ROCK LOBBER	$47.00
CIT0824	ORC WAR WYVERN	$60.00
CIT0760	ORC WARRIORS	$15.00
CIT0829	MARAUDER GIANT	$60.00
CIT0796	BLACK ORC WARRIORS	$15.00
CIT0755	GOBLIN WARRIORS	$15.00
CIT0831	GOBLIN WOLF RIDERS	$32.00
CIT0844	GOBLIN WAR CHARIOT	$47.00

ORC & GOBBO BLISTERS

CIT747535	ORC BOLT THROWER	$21.00
CIT747759	GOBBO STICKERS	$12.00
CIT748079	SNOTLING PUMP WAGON	$30.00
CIT748105	SNOTLINGS	$15.50
CIT749058	SWARMS	$15.50
CIT749300	ARMORED MERCENARY OGRES	$19.00
CIT752003	SAVAGE ORC BOYZ	$15.50
CIT752058	SAVAGE ORC BOAR BOYZ	$10.00
CIT752065	SAVAGE ORC BOAR BOYZ COMMAND	$10.00
CIT752072	SAVAGE ORC SHAMAN	$10.00
CIT752102	SAVAGE ORC ARRER BOYZ	$15.50
CIT752201	ORC BOYZ	$15.50
CIT752256	ORC ARRER BOYZ	$15.50
CIT752300	ORC BIG'UNS	$15.50
CIT752335	ORC COMMAND	$15.50
CIT752355	ORC COMMAND GROUP	$15.50
CIT752409	GORFANG ROTGUT	$15.50
CIT752416	MORGLUM NECKSNAPPER	$19.00
CIT752508	SAVAGE ORC COMMAND GROUP	$15.50
CIT752059	SAVAGE ORC BOARBOYZ (1)	$11.50
CIT752089	SAVAGE ORC SHAMAN ON BOAR	$12.50
CIT752553	BLACK ORCS	$15.50
CIT752607	BLACK ORC COMMAND GROUP	$15.50
CIT753857	RIVER TROLLS	$21.00
CIT753987	STONE TROLLS	$21.00
CIT754052	NIGHT GOBLINS	$15.50
CIT754182	NIGHT GOBLIN COMMAND	$15.50
CIT754205	NIGHT GOBLIN FANATICS	$15.50
CIT754250	SKARSNIK & GLOBBA	$19.00
CIT754328	GOBLINS	$15.50
CIT754403	GOBLIN SQUIG HOPPERS	$10.00
CIT754441	BAT WING LOONIES	$10.00
CIT754571	NIGHT GOBLIN NET TEAMS	$15.50
CIT754694	NIGHT GOBLIN SQUIG HEPDER	$15.50
CIT754700	FOREST GOBLINS	$15.50
CIT754809	FOREST GOBLIN COMMAND	$15.50
CIT754908	FOREST GOBLIN SPIDER RIDER	$10.00
CIT882304	GOBLIN HERO ON GIANT SPIDER	$15.50
CIT882618	GOBLIN WULF BOYZ	$10.00
CIT006069	ORC BANNERS	$12.00
CIT006106	GOBLIN BANNERS	$12.00
CIT006120	ORK DECALS	$12.00

DWARF BOXED SETS

CIT0762	DWARVES	$15.00
CIT0828	THRONE OF POWER	$47.00
CIT0836	ANVIL OF DOOM	$47.00
CIT0837	DWARF FLAME CANNON	$47.00
CIT0842	DWARF GYROCOPTER	$29.00
CIT0840	BUGMANS BREWERS	$47.00

DWARF BLISTERS

CIT743117	NORSE DWARVES	$15.00
CIT743230	DWARF CLANSMEN	$15.50
CIT743254	DWARF SPEARMEN	$15.50
CIT743353	IMPERIAL DWARVES	$12.00
CIT743483	DWARF WARRIORS	$15.00
CIT743506	DWARF SAPPERS	$15.00
CIT743643	DWARF BOLT THROWER	$19.00
CIT743742	BUGMANS CART	$15.00
CIT743759	BUGMANS TROOPERS	$15.50
CIT743807	GOTREK & FELIX	$15.50
CIT743827	UNGRIM THE SLAYER	$15.50
CIT743834	BURLOCK DAMMINSON	$15.50
CIT743841	KRAGG THE GRIM	$15.50
CIT743870	DWARF KING KAZADOR	$15.50
CIT880010	DWARVES	$12.00
CIT880102	DWARF COMMAND GROUP	$15.50
CIT880256	DWARF CANNONS	$19.00
CIT880447	DWARF MINERS	$15.50
CIT880454	DWARF MINER COMMAND	$15.50
CIT880515	DWARF CROSSBOWMEN	$15.50
CIT880911	DWARF TROLL SLAYERS	$15.50
CIT880928	DWARF GIANT SLAYER	$15.50
CIT880935	DWARF IRONBREAKERS	$15.50
CIT880942	DWARF LONGBEARDS	$15.50
CIT880956	DWARF HAMMERERS	$15.50
CIT880966	DWARF THUNDERER	$15.50
CIT880973	DWARF DRAGON SLAYER	$12.50
CIT880980	DWARF DAEMON SLAYER	$15.50
CIT006076	DWARF BANNERS	$12.00

CHAOS DWARF BOXED SETS

CIT0838	LAMASSU	$47.00
CIT0833	GREAT TARSUS	$47.00
CIT0834	EARTHSHAKER	$47.00
CITCD04	CHAOS DWARVES (10)	$15.00

CHAOS DWARF BLISTERS

CIT758005	CHAOS DWARF AXEMEN	$15.50
CIT758050	CHAOS DWARF COMMAND	$15.50
CIT758104	CHAOS DWARVES BLUNDERBUS	$15.50
CIT758159	BULL CENTAURS	$15.50
CIT758166	BULL CENTAUR STANDARD BEARER	$15.50
CIT758203	CHAOS DWARF ROCKET LAUNCHER	$19.00
CIT758500	HOBGOBLIN WARRIORS	$15.50
CIT758555	HOBGOBLIN ARCHERS	$15.50
CIT758609	HOBGOBLIN COMMAND	$15.50
CIT758630	MOUNTED HOBGOBLIN HERO	$12.50
CIT758654	HOBGOBLIN WOLF RIDER	$10.00
CIT758708	HOBGOBLIN WOLF RIDER COMMAND	$10.00
CIT758739	HOBGOBLIN SNEAKY GITS	$15.50
CIT758746	HOBGOBLIN BOLT THROWER	$19.00
CIT758807	CHAOS DWARF HEROES	$10.00

WOOD ELF BOXED SETS

CIT102728	WOOD ELF ARCHERS (8 plastic)	$15.00
CIT0534	DURTHU THE TREEMAN	$33.00
CIT0535	WOOD ELF FOREST DRAGON	$70.00
CIT0536	WOOD ELF GLADE RIDERS (4)	32.00

WOOD ELF BLISTERS

CIT742019	WOOD ELF ARCHERS (4 metal)	$15.50
CIT883707	WOOD ELF TREEMAN	$33.00
CIT742029	WOOD ELF DRYADS	$15.50
CIT742158	WOOD ELF COMMAND	$15.50
CIT742039	WOOD ELF WAR DANCERS (4)	$15.50
CIT742049	WOOD ELF GLADE GUARD (4)	$15.50
CIT742059	WOOD ELF COMMAND NEW (3)	$15.50
CIT742069	WOOD ELF MOUNTED GENERAL (1)	$12.50

CIT742079	WOOD ELF GREAT EAGLE (1)	$20.00
CIT742089	WOOD ELF MOUNTED MAGE (1)	$12.50
CIT742119	GLADE RIDER CHAMPION	$12.00
CIT742179	GLADE RIDER ARCHERS	$9.50
CIT742129	WOOD ELF WARHAWK RIDER	$12.50
CIT136296	WOOD ELF TRANSFERS	$11.50
CITBANN	WOOD ELF BANNERS	$11.50

BEASTIES

CIT746019	GIANT OGRE	$10.00
CIT746767	GAINT SPIDER	$15.00
CIT883707	TREEMAN	$32.00
CIT797202	SUSTAIN FIRE DICE	$5.00
CIT797219	BLOCKING DICE	$4.50
CIT797691	DWARF BAGGAGE TRAIN	$23.00

CITADEL SHIELDS

CIT137510	GOBLIN PLAIN SHIELDS	$5.00
CIT137534	ORC SHIELDS	$5.00
CIT137541	DWARF DETAILED SHIELDS	$5.00
CIT137558	FIGHTER SHIELDS	$5.00
CIT137572	UNDEAD SHIELDS	$5.00
CIT137583	ELF SHIELDS	$5.00
CIT137589	DARK ELF SHIELDS	$5.00
CIT137596	CHAOS DETAILED SHIELDS	$5.00
CIT137599	CHAOS SHIELDS	$4.50
CIT137602	EMPIRE SHIELDS	$5.00

Accessories

CITADEL ACCESSORIES

CIT83910	SUPER GLUE	$10.00
CIT839155	LIQUID POLY CEMENT	$7.00
CIT97003	GW FIGURE CASE	$32.00
CITFLOCK	MODELLING FLOCK	$7.00
CIT0096	MODELLING SAND FLOCK	$7.00
	Fine sand a light buff color - good stuff	
CIT0095	MODELLING GRAVEL FLOCK	$7.00
	Course ocre/brown color pebbles. Great for small rocks.	
CIT420200	METAL CLIPPERS	$13.00
	Sharp, powerful clipers, perfect for white metal figures.	
CIT42031	CITADEL FINE FILES (2)	$10.00
CIT420320	PIN VICE AND DRILLS	$16.00
CIT420350	TAPE MEASURE	$13.00
CIT420360	MODELLING KNIFE	$10.00

CITADEL PLASTIC BASES

CIT841929	25MM FANTASY BASES	$3.50
CIT841943	CAVALRY BASES	$3.50
CIT841950	MONSTER BASES	$3.50
CIT841967	FLYING BASES	$3.50
CIT841974	EPIC BASES	$3.50
CIT841981	WARHAMMER 40k BASES	$3.50
CIT841998	20MM FANTASY BASES	$3.50

CITADEL CATALOGS

GAM0725	CITADEL MINIATURES 1994 CAT	$16.00
GAM0726	CITADEL MINIATURES CAT # 4	$16.00
GAM0727	CITADEL MINIATURES CAT 1 & 2	$29.95
GAM0729	CITADEL MINIATURES CAT # 3	$16.00
CIT0723	1995/96 CITADEL ANNUAL	$20.00

CITADEL DICE

CIT137299	WARHAMMER BATTLE DICE	$5.00
CIT137305	EPIC BATTLE DICE	$5.00
CIT137312	WARHAMMER ARTILLERY DICE	$5.00
CIT137359	40K GEM DICE	$10.00

CITADEL PAINTING GUIDES

CIGWB03	CITADEL PAINTING GUIDE	$1.50
CIGWB05	EAVY METAL PAINTING GUIDE	$23.95
CIGWB06	40K PAINTING GUIDE	$29.95
CIGWB07	EAVY METAL MODELLING GUIDE	$29.95
CIGWB09	WARHAMMER ARMIES PAINTING GUIDE	$29.95

FLOCKIT

This product is not glue as such, but it is a specially formulated pigmented flocking paste. What does that mean? It means, after you have stuch your figures on their bases, and maybe added some texture to the base with clay or putty, you then paint the base with FLOCKIT and immediately put CITADEL or K&M Flock upon the FLOCKIT. The FLOCKIT comes in four colors, so choose one that suits the color Flock you are using. Pots are 300ml - big!

FLOCKIT Grass Green (perfect for Citadel Flock)	$19.00
FLOCKIT Dry Earth (light brown)	$19.00
FLOCKIT Lush Earth (chocolaty brown)	$19.00
FLOCKIT Weathered Grey (slate grey)	$19 00

CHESSEX FIGURE CASES

CHX2850	80 Compartments (2 Pre-cut foam inserts)	$45.00
	Suitable for 25mm humanoid figures.	
CHX2851	56 Compartments (2 Pre-cut foam inserts)	$45.00
	Can carry 28 mechs, or 56 larger 25mm figures.	
CHX2852	40 Compartments (1 Pre-Cut foam insert)	$45.00
	Various compartment sizes, for large figures.	

MILLIASAURS

ACRYLIC PAINT

CITADEL

PAINT SETS

CIT0070	TITAN LEGIONS PAINT SET	$19.00
CIT0071	GLAZES PAINT SET	$19.00
CIT0072	SHADING WASHES	$19.00
CIT0073	SHADING/WASH SET	$19.00
CIT0074	TYRANIDS PAINT SET	$19.00
CIT0076	ELDAR ASPECT PAINT SET	$19.00
CIT0077	ELDAR CRAFTWORLDS PAINT SET	$19.00
CIT0078	ORK & GRETCHIN PAINT SET	$19.00
CIT0079	SPACE WOLVES PAINT SET	$19.00
CIT0080	ULTRAMARINE PAINT SET	$19.00
CIT0081	DARK ANGELS PAINT SET	$19.00
CIT0082	BLOOD ANGEL PAINT SET	$19.00
CIT0083	CHAOS PAINT SET	$19.00
CIT0084	SKAVEN PAINT SET	$19.00
CIT0085	UNDEAD PAINT SET	$19.00
CIT0086	DWARF PAINT SET	$19.00
CIT0087	ORCS & GOBLINS PAINT SET	$19.00
CIT0088	HIGH ELVES PAINT SET	$19.00
CIT0089	CITADEL COLOR PAINT SET	$31.00

PAINTS

CIT83301	SKULL WHITE	$3.50
CIT83302	CHAOS BLACK	$3.50
CIT83303	BLOOD RED	$3.50
CIT83304	SUNBURST YELLOW	$3.50
CIT83307	GOBLIN GREEN	$3.50
CIT83308	FIERY ORANGE	$3.50
CIT83310	RUBY RED	$3.50
CIT83311	REGAL BLUE	$3.50
CIT83312	SMELLY PRIMER	$3.50
CIT83313	ULTRAMARINES BLUE	$3.50
CIT83314	BLAZING ORANGE	$3.50
CIT83315	DARK ANGELS GREEN	$3.50
CIT83316	BAD MOON YELLOW	$3.50
CIT83317	BLEACHED BONE	$3.50
CIT83320	ENCHANTED BLUE	$3.50
CIT83321	BRONZED FLESH	$3.50
CIT83322	SNAKEBITE LEATHER	$3.50
CIT83323	LEPROUS BROWN	$3.50
CIT83324	WARLOCK PURPLE	$3.50
CIT83325	LIGHTNING BOLT BLUE	$3.50
CIT83326	LICHE PURPLE	$3.50
CIT83327	VERMIN FUR	$3.50
CIT83328	BESTIAL BROWN	$3.50
CIT83329	SNOT GREEN	$3.50
CIT83330	ELF GREY	$3.50
CIT83331	ELF FLESH	$3.50
CIT83332	JADE GREEN	$3.50
CIT83333	DWARF FLESH	$3.50
CIT83334	BLOOD ANGELS RED	$3.50
CIT83335	GOLDEN YELLOW	$3.50
CIT83343	ROTTING FLESH	$3.50
CIT83344	BUBONIC BROWN	$3.50
CIT83345	SHADOW GREY	$3.50
CIT83346	SPACE WOLVES GREY	$3.50
CIT83358	CRIMSON GORE	$3.50
CIT83359	PUTRID GREEN	$3.50
CIT83360	VOMIT BROWN	$3.50
CIT83361	DEADLY NIGHTSHADE	$3.50
CIT83362	NAUSEATING BLUE	$3.50
CIT83363	TENTACLE PINK	$3.50
CIT83365	EMERALD GREEN	$3.50
CIT83366	SCORPION GREEN	$3.50
CIT83367	HAWK TURQUOISE	$3.50
CIT83368	FESTERING BLUE	$3.50
CIT83369	HIDEOUS BLUE	$3.50

METALLICS

CIT83305	MITHRIL SILVER	$5.00
CIT83306	SHINING GOLD	$5.00
CIT83309	CHAINMAIL	$5.00
CIT83318	TIN BITZ	$5.00
CIT83347	BOLTGUN METAL	$5.00
CIT83348	POLISHED BLUE	$5.00
CIT83349	DWARF BRONZE	$5.00
CIT83350	AMETHYST PURPLE	$5.00
CIT83351	BEATEN COPPER	$5.00
CIT83352	GLISTENING GREEN	$5.00
CIT83364	BRAZEN BRASS	$5.00
CIT83370	BURNISHED GOLD	$5.00

WASHES AND GLAZES

CIT83319	RED WASH	$3.50
CIT83336	FLESH WASH	$3.50
CIT83337	ORC FLESH WASH	$3.50
CIT83338	BLUE WASH	$3.50
CIT83339	YELLOW WASH	$3.50
CIT83340	BROWN WASH	$3.50
CIT83341	CHESTNUT WASH	$3.50
CIT83342	ARMOR WASH	$3.50
CIT83353	ORANGE WASH	$3.50
CIT83356	PURPLE WASH	$3.50
CIT83357	BLACK WASH	$3.50
CIT83371	GREEN WASH	$3.50
CIT83374	YELLOW GLAZE	$3.50
CIT83355	BLUE GLAZE	$3.50
CIT83372	RED GLAZE	$3.50
CIT83373	GREEN GLAZE	$3.50
CIT88374	PURPLE GLAZE	$3.50
CIT88375	TURQUOISE GLAZE	$3.50

CITADEL PAINT BRUSHES

CIT83880	FINE DETAIL BRUSH	$6.00
CIT83881	SMALL DRYBRUSH	$7.50
CIT83882	STANDARD BRUSH	$6.00
CIT83883	DETAIL BRUSH	$6.00
CIT83885	LARGE DRYBRUSH	$7.50
CIT83886	BASECOAT BRUSH	$6.00
CIT83887	PAINT BRUSH SET	$17.00
CIT83888	LARGE BRUSH	$7.50

CITADEL SPRAY PAINTS

CIT0066	SHADOW GREY SPRAY	$10.00
CIT0068	DARK ANGEL GREEN SPRAY	$10.00
CIT0069	ULTRAMARINE BLUE SPRAY	$10.00
CIT0090	BLACK PRIMER SPRAY	$15.00
CIT0091	WHITE PRIMER SPRAY	$15.00
CIT0093	CLEAR VARNISH SPRAY	$15.00

RAL PARTHA

PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	$25.00
	Silver, gold, black, white, blue, green, red, yellow, brush & figure.	
RAL77740	AUTUMN COLOURS	$18.00
	Autumn gold,khaki,brown,woodbrown,pine green,armor grey.	
RAL77741	SUMMER COLOURS	$18.00
	Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.	
RAL77750	CHAOS WAR COLOURS	$18.00
	Mold,slate,burgundy,metallic blue, green & red.	
RAL77790	SILKS AND SATINS AD&D	$16.00
	Royal blue, lavindar, blue, royal red, white, green.	
RAL77791	NATURAL COLORS AD&D	$16.00
	Werefur brown,yellow,pink,elemental orange,moss green,blue.	

ACCESSORIES

RAL77725	SPRAY PRIMER	$9.00
RAL77726	SPRAY CLEAR MATTE SEALER	$9.00
RAL77727	DRAGONSCALE METALLIC CREMES	$19.50
RAL77728	BRUSH KIT	$15.00
RAL77729	SPONGE APPLICATOR BRUSHES	$2.50

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	$3.50
RAL77702	SILVER METALLIC	$3.50
RAL77703	BRONZE METALLIC	$3.50
RAL77704	STEEL	$3.50
RAL77705	FLESH	$3.50
RAL77706	WHITE	$3.50
RAL77707	GRAY	$3.50
RAL77708	BLACK	$3.50
RAL77709	SHAMROCK GREEN	$3.50
RAL77710	FOREST GREEN	$3.50
RAL77711	DUN	$3.50
RAL77712	LEATHER	$3.50
RAL77713	RED BROWN	$3.50
RAL77714	DARK BROWN	$3.50
RAL77715	IVORY	$3.50
RAL77716	YELLOW	$3.50
RAL77717	ORANGE	$3.50
RAL77718	RED	$3.50
RAL77719	SKY BLUE	$3.50
RAL77720	TRUE BLUE	$3.50
RAL77721	DARK BLUE	$3.50
RAL77722	COPPER METALLIC	$3.50
RAL77723	PURPLE	$3.50
RAL77731	KHAKI	$3.50
RAL77901	AGED METAL AD&D	$3.50
RAL77902	FROST GIANT WHITE AD&D PAINT	$3.50
RAL77903	BONE WHITE	$3.50
RAL77904	MIST GLOW WHITE	$3.50
RAL77905	STONE	$3.50
RAL77906	NIGHTMARE BLACK	$3.50
RAL77907	DROW FLESH	$3.50
RAL77908	MINOTAUR FUR	$3.50
RAL77909	HELLHOUND BROWN	$3.50
RAL77910	DAMSEL FLESH	$3.50
RAL77911	WARRIOR FLESH	$3.50
RAL77912	CLERIC BROWN	$3.50
RAL77913	GUTS PINK	$3.50
RAL77914	FIREKIN RED	$3.50
RAL77915	DRAGON SCALE RED	$3.50
RAL77916	DRAGON TONGUE PURPLE	$3.50
RAL77917	MIND FLAYER MAUVE	$3.50
RAL77918	ASTRAL BLUE	$3.50
RAL77919	DRAGON SCALE BLUE	$3.50
RAL77920	PALADIN BLUE	$3.50
RAL77921	LANTERN LIGHT YELLOW	$3.50
RAL77922	TROLL FLESH GREEN	$3.50
RAL77923	ELVEN GREEN	$3.50
RAL77924	SLIME	$3.50

The All New Ral Partha Paint Range

RAL77801	MEDIUM GRAY	$3.50
RAL77802	DARK GREY	$3.50
RAL77803	SLATE	$3.50
RAL77804	OLIVE	$3.50
RAL77805	TAN	$3.50
RAL77806	CAUCASIAN SKIN TONE	$3.50
RAL77807	SUNTAN SKIN TONE	$3.50
RAL77808	AMERICAN INDIAN SKIN TONE	$3.50
RAL77809	ASIAN SKIN TONE	$3.50
RAL77810	EAST INDIAN SKIN TONE	$3.50
RAL77811	AFRICAN SKIN TONE	$3.50
RAL77812	DUNKEL BROWN	$3.50
RAL77813	PINK	$3.50
RAL77814	BLOOD RED	$3.50
RAL77815	VIOLET	$3.50
RAL77816	PLUM	$3.50
RAL77817	LIGHT BLUE	$3.50
RAL77818	FLOURESCENT BLUE	$5.50
RAL77819	FLOURESCENT GREEN	$5.50
RAL77820	FLOURESCENT YELLOW	$5.50
RAL77821	FLOURESCENT RED	$5.50
RAL77822	FLOURESCENT MAGENTA	$5.50
RAL77823	CLEAR BRUSH ON SEALER	$3.50
RAL77824	BLACK BRUSH ON PRIMER	$3.50

Printed in Australia by PROGRESS PRINTERS AND DISTRIBUTORS 1 800 032472 V1